PLAYSTATION * SEGA * NINTENDO * PC * ARCADE * ONLINE * RETRO

# computer and video games

+ VAMPIRE SAVIOUR
PLAY-TEST OF CAPCOM'S NEW SUPERNATURAL BEAT 'EM UP!

+ X-WING VS TIE FIGHTER
MULTI-PLAYER SPACE BATTLES TO MATCH THE MOVIES!

+ ISS 64 ON NINTENDO 64
HOTTEST SOCCER GAME ON THE COOLEST SYSTEM AROUND!

BRITAIN'S BEST-SELLING GAMES MAG!

750ptsSGEL

EXTRA 16-PAGE

FREEPLAY

ESSENTIAL GAMING JOURNAL

## HMV AND CVG CHALLENGE

ARE YOU THE UK'S NO1 GAMESPLAYER?

PLAYSTATION
RAGE RACER
FINAL FANTASY VII

SATURN
FIGHTERS MEGAMIX
DUKE NUKEM 3D

N64
BLAST CORPS
STARFOX 64

PC CD-ROM
DUNGEON KEEPER
DARK COLONY

AND LOADS MORE!
(I.E. ZIG & ZAG!)

## CRED OR DEAD?

SONIC SHAKES THE TOKYO GAME SHOW

PLUS

PLAYSTATION '97 LINE-UP REVEALED



EGG-CELLENT!

## TAMAGOTCHI

VIRTUAL PET CRAZE HITS THE UK!

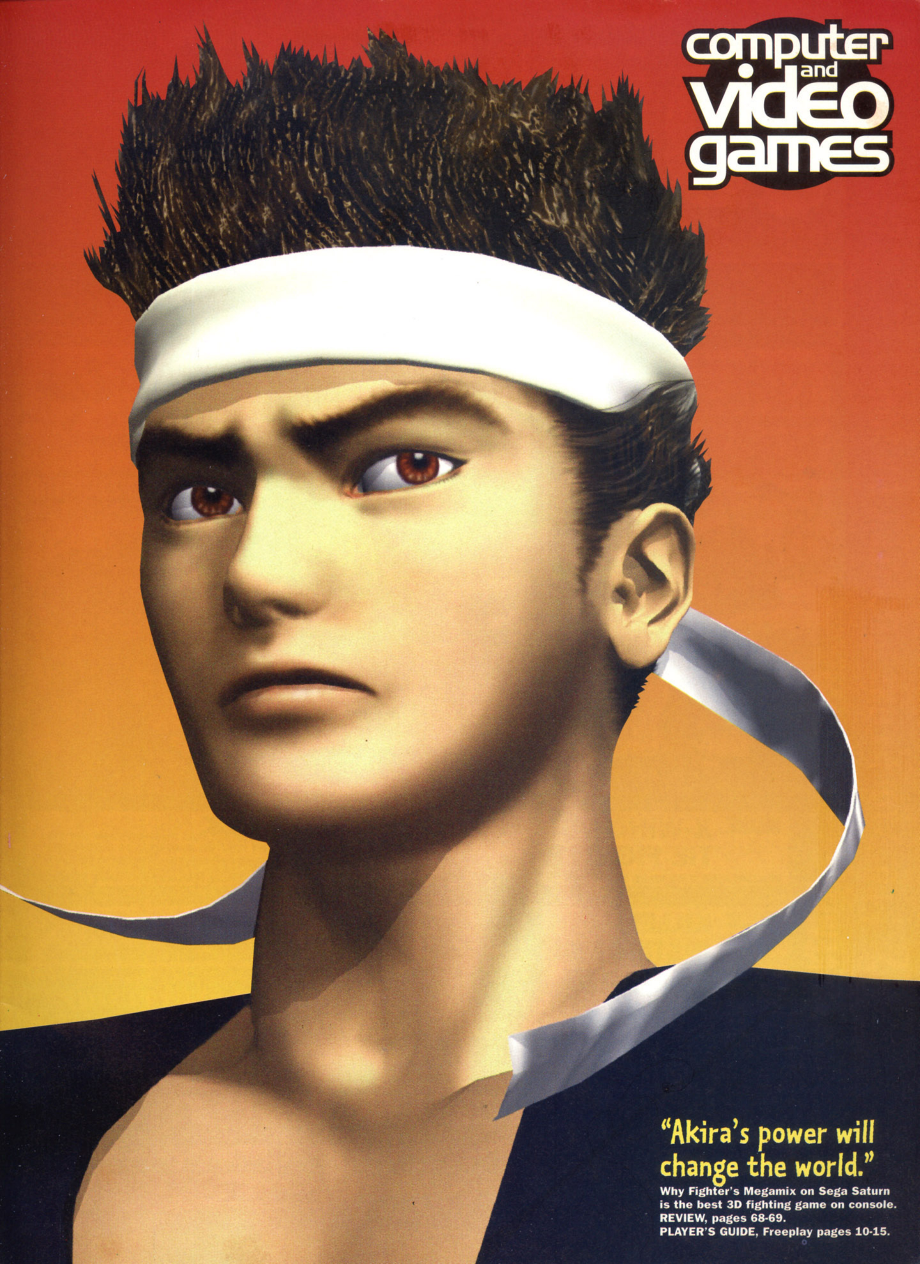


£2.50 68.00 ASCH $7.50 9.500 L
emap. images
#187 JUNE '97



06 >
9 770261 369086

EXPERT STREETFIGHTER III AND FIGHTERS MEGAMIX STRATEGY GUIDES


computer and video games
"Akira's power will change the world."
Why Fighter's Megamix on Sega Saturn is the best 3D fighting game on console.
REVIEW, pages 68-69.
PLAYER'S GUIDE, Freeplay pages 10-15.

# CONTENTS

COMPUTER AND VIDEO GAMES #187 JUNE 1997

## CLASH OF THE TITANS!!






LOVE YOUR CONSOLE SPECIAL EDITION!

# CONTENTS

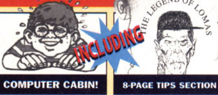
LOVE YOUR CONSOLE SPECIAL EDITION!




HOT NEWS FROM THE WORLD'S BIGGEST GAME SHOW!

## 16 PAGE FREE PULL-OUT !!

FREEPLAY




COMPUTER CABIN!

8-PAGE TIPS SECTION

PART ONE OF OUR EXPERT **FIGHTERS MEGAMIX** GUIDE, DAVE KELSALL'S NEW AND IMPROVED **RETRO COMPUTER GAMES** CABIN (SO HE SAYS), MORE **DRAWINZ WOT YOU DUN**, THE UK'S HOTTEST **HIGH SCORES** PAGE. THE UK'S BEST-SELLING GAMES ON ALL FORMATS IN **CHARTS**. AND **ALL THE LATEST HINTS AND CHEATS** BUNDLED TOGETHER FOR ED LOMAS' TIPS.

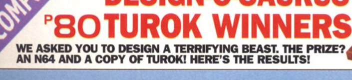
FIGHTERS MEGAMIX GUIDE!

ARCADE

## P86 STREETFIGHTER 3 PLAYERS GUIDE

ALL THE BEST COMBOS AND TACTICS FOR THE EVERY CHARACTER IN CAPCOM'S HOTTEST FIGHTING COIN-OP!

COMPO



## P80 DESIGN-O-SAURUS TUROK WINNERS

WE ASKED YOU TO DESIGN A TERRIFYING BEAST. THE PRIZE? AN N64 AND A COPY OF TUROK! HERE'S THE RESULTS!

## REGULARS





FEATURE



## ALEX HUHTALA AND... P98 ZIG & ZAG

WHAT IS OUR CHIEF GAMES REVIEWER DOING WITH THESE ALIENS? AND WHO CALLED HIM CHIEF? EH? EH?



# INDEX

EASY REFERENCE TO EVERY GAME IN CVG.

# EDITORIAL


EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
ART EDITOR:
JAIME SMITH
ASSOCIATE ART EDITOR:
OZ BROWNE
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
DAVE KELSALL, YAS HUNTER, CARL WHITE,
THANKS TO:
ANDREW AT PLANET, DARREL JONES, SIMON GREEN, ZIG AND ZAG, MR SUN
SPECIAL THANKS TO:
ALL AT HMV LEVEL ONE
US CORRESPONDENT:
MATT TAYLOR
JAPAN CORRESPONDENT:
WARREN HARROD

Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-216 6219
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Headquarters:
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

EXECUTIVE PUBLISHING DIRECTOR:
Sarah Janes
PUBLISHER:
Harry Attrill
COMMERCIAL DIRECTOR:
Sandra McClean
GROUP ADVERTISING MANAGER:
Liza Hawkes
SOFTWARE SALES MANAGER:
Chris Perera
AGENCY SALES MANAGER:
Paul Lanzarotti
AGENCY SALES EXECUTIVE:
Genene Dic
CONSUMER PROMOTIONS MANAGER:
Laurence Robertson
PRODUCT MANAGER:
Kirstin Ritchens
MAIL ORDER SALES:
Justin Wakeman
ADVERTISING ASSISTANT:
Annabel Green
AD PRODUCTION MANAGER:
Emma Minford
AD PRODUCTION EXECUTIVE:
Ryan Boundy
PRODUCTION MANAGER:
Sam Lee
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION ENQUIRIES TEL: 01858 468888 RATES
(includes postage and packing):
12 ISSUES UK: £29.00
AIRMAIL EUROPE: £41.00
AIRMAIL ZONE 1: £64.00
AIRMAIL ZONE 2: £64.00
REST OF WORLD
SURFACE: £35.00
BFPO: £29.00,
EIRE: £29.00
PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline



CVG'S EFFIN H-CORE INNIT!!!

## VALUE FOR MONEY DOESN'T ALWAYS COME CHEAP

**There are some issues which surround video games that will never die, it seems. Chief among them is invariably cost, and the UK especially is hit hard in this respect. But how much does price affect your buying decision? After handing over £60-70 for something so magnificent as *Mario 64*, does the price point still hurt or do you consider this fair for a superior game? On the other hand is it possible that Sony are setting themselves up to look 'cheap' by reducing the cost of hardware and the hottest new software releases?**

Perhaps price wouldn't be an issue at all if players always felt they were getting value for money. Many of the top Sega releases for Saturn are exceptional in that respect – especially arcade conversions such as *Virtual On*, which give as good as they take from any level of player. Sports titles are always popular because of (potentially) unlimited replay value. *FIFA* sells no matter what, perceived as value for money because of the brand as much as anything else...

Crazed players are always going to think nothing of throwing however much money at something they desperately want. And only feel let down if the game falls short of expectations. At the other end of the scale sometimes spending £15 on a bargain bucket piece of software seems too much!

The reason CVG is here is to make sure you always get your money's worth from games. As knowledgeable, keen games players, it's good that you trust our opinion, because everything we do here is aimed to make this situation better all round. **Paul**

MARIO 64. THIS GAME ALONE IS WORTH THE PRICE OF AN N64!

## THESE WORTHY CAUSES NEED YOUR ATTENTION!

Occasionally, at separate times throughout the month, one or more of the CVG team wake up in the middle of the night in a cold, cold sweat! There's something just not right, that's the problem. Well it's getting bad for our health, so now is the time to put things right! We need you to cast your vote for one, more, or all of the following to happen. Please make our gloomy world a happier place to 'be'.

**CVG APPEAL ADDRESS**
37-39 MILL HARBOUR
ISLE OF DOGS
LONDON E14 9TZ

### PAC-MAN REVIVAL

*Pac-Man*'s powerful bright colours, funky music, and spacey sound effects will remind the UK of what being psychically linked to an electronic box is all about. We need Namco to install custom *Pac-Man* cabinets in every pub, club, and leisure centre up and down the country.

Address all *Pac-Man* pleas on a postard to: MY HEART BELONGS TO PAC-MAN!

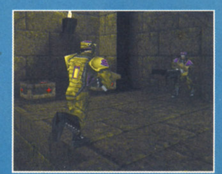
### LUCAS TO CREATE STAR WARS UNIVERSE SERVER

You think *Quake World* is impressive. Imagine Star Wars Universe. LucasArts could establish a server, allowing fans to create their own worlds that people could visit in their X-Wings, A-Wings, or even TIE Fighters. Don't know how we're going to decide who's Han Solo, Luke Skywalker and the rest but... Anyway, if Star Wars Universe is worth thinking about to you, send your postcards to this address: GEORGE YOU JUST GOT TO USE YOUR FORCE

### TWO-PLAYER MODE IN SATURN AND N64 QUAKE

How STUPID will it be if the console versions of *Quake* don't feature a two-player/network option? The answer is 'REALLY STUPID'! Of course we don't doubt that the one-player experience will have enough of you excited, but not nearly as much as it would if the deathmatch situation is made an option.

Let Lobotomy know how much they need to care about this, by addressing your postcard to: SOLO QUAKE DON'T MAKE MY HEART ACHE





# CVG RATING SYSTEM




**5...EXCELLENT** – Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

**4...VERY GOOD** – Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

**3...GOOD** – Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

**2...PRETTY BAD** – Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

**1...VERY POOR** – Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

## VIDEO GAMES TO BECOME A RECOGNISED SPORT

Becoming skilled at competitive games like *Quake*, *Virtua Fighter*, and *Rage Racer* takes a lot of practice. There's a marked difference between a 'pro' and a novice. If video games were to become a recognised sport, this could lead to more meaningful coverage on TV and a better image all round.
Good idea? Bad idea? If you think Video Games should become a sport send a postcard to this address: I'M A CONTENDER FOR THE GOLD MEDAL

## CAPCOM RETRO COLLECTION

Where the heck is this?! Don't Capcom realise the potential of CDs featuring *Bionic Commando*, *Ghosts and Goblins*, *Forgotten Worlds*, *Commando*, *Ghouls And Ghosts*, *Street Fighter*, *Final Fight*, and loads more. Every games player in the world would LOVE this. You know it Capcom!
Al postcards campaigning for a Capcom retro collection, to this address: CAPCOM COME BACK!

## EFFIN JABBERCLACKERS!

Only those who know Ozmond Browne well will appreciate that headline. And you will get to know Oz well, because he is now a full-time member of CVG! Yes the man with a mouth big enough to swallow our entire solar system is Jaime Smith's right-hand man from now on. Which is awesome, and we'll tell you why. Oz Browne created the look of the original (and best) Mean Machines magazine, back in 1990, and continued to modify its visual clout throughout the magazine's heyday, until Mean Machines split to become Nintendo Magazine System and Mean Machines Sega. Oz stuck with Sega, helping sell Sonic to the masses. A worthy cause.
Recently Oz has been involved with the launch of two PlayStation magazines, but fate has decreed that CVG (the place where Mean Machines grew up) gets Ozmond Browne at his peak. We're ecstatic to have him on board! Just wait and watch CVG evolve some more into something beyond incredible (Jaime handled the incredible part, with Mike's help).

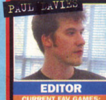



## MISERABLE MIKE MOPES OFF

We love Mike. Mike hates CVG. And that's something approaching the truth, dear readers. So the guy who was born with his mouth upside down is deserting us to join PlayStation Plus. For those of you who loved Mike, and we believe there are some, we'd just like you to know that his leaving is all our fault. But not Jaime's. So everyone except Jaime is to blame. And Steve and Alex. Look, it was Paul, Tom, and Ed's fault all along. Blame them (damn!).

# CVG'S EFFIN H-CORE INNIT!!!

### PAUL DAVIES



**EDITOR**
CURRENT FAV GAMES:
- FINAL FANTASY VII
- VAMPIRE HUNTER
- TEKKEN 3
- PAC MAN
- SHINING THE HOLY ARK

Paul is absolutely 'made up' at the moment, because one of his heroes has joined CVG. Also featuring in Paul's couped-up-in-a-bedroom lifestyle currently is a renewed love for classic old games. The Namco Museum series, and the Sega Ages CDs, have been in and out of his PlayStation and Saturn like cold toes at the seaside in Bridlington. Working in London's Docklands is a major exciting thing when you're Paul Davies too. The place is just like Space World – and just as hard to get to.

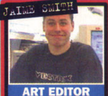
### TOM GUISE



**DEP EDITOR**
CURRENT FAV GAMES:
- QUAKE MISSION 2
- MICRO MACHINES V3
- 55 GAME KEYRING
- SW VIDEO BOARD GAME
- SW TAZO COLLECTING

Whenever there's a craze for something, you can guarantee that Tom Guise is first in the queue for whatever this may be. Star Wars is the latest flame for CVG's Deputy dog, and he's been munching crate loads of Walkers crisps just for the Tazos. There's also a sticker book somewhere on his desk, in which Tom has placed all the right stickers in all the wrong places. Now the most memorable scenes in Star Wars have taken on a humorous new meaning – but only if you're being really sad.

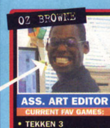
### JAIME SMITH



**ART EDITOR**
CURRENT FAV GAMES:
- TETRIS JNR
- BLAST DOZER
- SF EX
- STREET FIGHTER 2
- TEKKEN 3

Ignoring the fact that Jaime Smith now attends Quiz nights on a regular basis... Lots of respect is due to our premier design god this month of June. It may still be a mystery how our words and pictures somehow thrill the knickers off you each issue, but it's mostly due to the improbable artistic talent of the Smith. Hard Work is no stranger to Jaime either. In fact he has been known to join Jaime for tea and biscuits on occasion. Sometimes even staying the night, while Jaime finishes another masterpiece.

### OZ BROWNE



**ASS. ART EDITOR**
CURRENT FAV GAMES:
- TEKKEN 3
- X-WING VS TIE FIGHTER
- QUAKE
- DIE HARD TRILOGY
- SOUL BLADE

Here's a new song you might want to impress your mates with. Goes like this: "Ozmond Browne, Went to town, With his nickers hanging down, Stuck a finger up his..." we forgot the rest. Oz is the closest thing there is to Disney incarnate – he loves all types of games, and his sole purpose in life is to make children happy. Now you may think that there is some cruel joke on its way now, but it just wouldn't stick – Oz is too nice a guy. That said, playing Follow The Leader with Oz at parties is not a safe idea.

### ED LOMAS



**SENIOR WRITER**
CURRENT FAV GAMES:
- QUAKE AGAIN
- FIGHTERS MEGAMIX
- BLAST CORPS
- NIGHTS
- MICRO MACHINES V3

Recently acknowledged as the crowned Princess of CVG, due to his beautiful flowing locks and beguiling facial expressions over breakfast. Ed also has a new name – Wendy. This makes little sense to anyone outside the nightmare world of CVG production, but when you're on the inside it's a scream. Mind you anyone can appreciate that Ed is quite beautiful. Some days he looks like a young Barbara Streisand, around the time she did Funny Girl. So charming, yet so tragic that he must play video games for a living.

### STEVE KEY



**SENIOR STAFF WRITER**
CURRENT FAV GAMES:
- ISS 64
- RAGE RACER
- A.O.L CHAT
- BLAST CORPS
- TEKKEN 3

101 things to do when you can't get in to see Star Wars at the Odeon, Leicester Square? These might include going to see another great movie, perhaps Star Trek: First Contact. Or losing a few exciting hours at the Namco Wonder Park. Since Steve was entertaining his sister at the time, maybe the Fashion Cafe? Nope, Steve took his own flesh and blood to the Capital Cafe to eat burgers. What an atmosphere, which could surely only have raised the roof when David Jensen made an appearance.

### ALEX HUHTALA




**STAFF WRITER**
CURRENT FAV GAMES:
- MICRO MACHINES V3
- SATURN BOMBERMAN
- INTERSTATE '76
- ISS 64
- X WING VS TIE FIGHTER

Only Star Quality staff are hired by CVG. That's not to say that they're hired by Star Quality employers. Tom and Paul's talents lie elsewhere (somewhere). About the time this issue of CVG is on sale you should be able to tune in to Channel Four's 'The Big Breakfast' to see Alex and those luxury space mittens with added personality, Zig and Zag! Yes, television is about to get its first reliable and interesting video game reviews. Ed's Gamesmaster stuff was dull by default.




# ARE YOU THE NO.1 GAMES PLAYER IN THE UK?

**Calling all the hottest videogames players in the UK! CVG in association with HMV is looking for champions to honour with huge rewards!**

**Starting next month, the incredible HMV/CVG Challenge begins! It's the biggest event to hit the UK video games market since CVG, and is your big opportunity to become famous! Very soon, major HMV stores will be holding preliminary rounds to find the best players on the very latest games. The winners will be treated to an all-expenses paid trip to London for a showdown at HMV's flagship games store – Level One, Oxford Street! There a battle to discover the ultimate games player will take place, and the victor will walk away with a major prize! This isn't a one off publicity stunt, it's a long-running series intended to wake up those who don't know how cool video games can be! At some stage YOU could become a local hero, and find yourself being celebrated in the number one UK video games magazine.**

## THE HMV/CVG CHALLENGE

Every two months, CVG meets with the experts at HMV to select a Challenge Game. Only the hottest, most eagerly awaited titles will be considered. Once this is decided the Challenge Game goes on play-test for one month prior to the event at HMV/CVG Challenge sites. CVG will officially announce the Challenge Game, and provide in-depth coverage in the relevant month's issue. At the end of the month, preliminary rounds take place from which all finalists will be chosen. The next step is that the finalists receive an all-expenses paid trip to London, where they compete against each other to find the ultimate champion. By this time the excitement surrounding the Challenge Game should be fever pitch. You're gonna need guts, and the ability to keep your cool to win. Prizes will depend on the publisher of the game, but with major-league companies involved you can expect something big!







## PLAY THE HOTTEST VIDEO GAMES BEFORE THEY ARE RELEASED!

Games are often likely to be receiving their first public appearance for the purpose of the HMV/CVG Challenge. You will have the opportunity to practice for a whole month before, but the only place to do so is at one of the special HMV/CVG Challenge sites. Challenge Games will be allocated their own testing stations in store, marked by HMV/CVG Challenge banners.




**A selection of incredible games which are not available until the beginning of June. Could be that you will be playing them a month early in preparation for the HMV/CVG Challenge!**



## THE HMV/CVG CHALLENGE IS COMING SOON!






## GET THE UPPER HAND BY READING CVG FIRST!

CVG is the only magazine that will have the lowdown on all the secrets required to go out there and perform the best. Our exclusive insider knowledge of the Challenge Games, combined with the opportunity to practice everything we pass on, will give CVG readers the competitive edge. We expect that the Challenge Game will soon become a priority to you, so look for the distinctive Challenge Game logo in the contents and on side bars of each issue from next month onward.

**Look for helpful information inside CVG to boost your performance in the Challenge. We will be the only magazine to provide the necessary insider knowledge. Pages dedicated to the Challenge Game will have distinctive side bars, and feature big on the contents pages.**

## SATURDAY SHOWDOWN

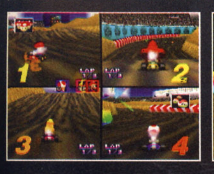
We don't want to hear any excuses for not attending, so we chose Saturday mornings for Challenge events. The first ever HMV/CVG Challenge entry form will be printed within the news pages next month. Everyone who shows up on the Saturday with a completed form will be allowed to enter. Doesn't matter if it's photocopied. The exact times and places are still being prepared, but expect to be summoned at around 11:00 am to one of 12 HMV game stores in the UK. Your entry form will also act as a ticket for a separate prize draw. So even if you aren't a finalist, you could be in line for a cool prize at the end of the morning.

**Everyone who attends the Challenge events stands a chance of winning a prize – even if you're the world's worst games player!**




## DEDICATED TO GAME FANS ONLY

There is an official ban on anyone who is professionally involved with the video games industry from entering. This is so that you know we are keeping things fair. Just remember that the HMV/CVG Challenge has been devised solely for game fans. After so long being unable to get credit for your skills, the opportunity is finally here. So start practising your ass off right now, then be prepared to come on down and make the most of YOUR day.





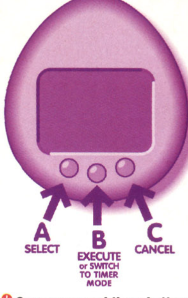


## CHALLENGE GAME NO.1 REVEALED NEXT MONTH!

INTRODUCING THE HMV/CVG CHALLENGE!!!

CHALLENGE

# NEWS




One screen and three buttons. That's the world's biggest craze!

## [ *TAMAGOTCHI* ATTACKS! ]

**The name, translated from Japanese, means 'egg watch' or 'loveable egg'. A weird name for a weirder gadget! Taking the form of a 5cm tall egg-shaped keyring, *Tamagotchi* features a miniature LCD screen on which you can hatch and nurture your own creature – a hyper interactive digital pet!**

*Tamagotchi*'s appeal lies in the amazing versatility of your cyber offspring. Using three buttons you have to look after it as you would any real pet – feeding it, administering medicine when it's ill, punishing it, playing with it, even scooping away its poo! The creature has simple AI, bleeping to tell you when it needs attention, getting unhappy when neglected, and dying if you don't take care of it!

Since the toy was launched in Japan in November last year, it has been the country's no.1 toy, the initial production run of 750,000 selling out before Christmas, with the total now clear of three million!

And, with *Tamagotchi* launched in the US and UK this month, its creators Bandai – who were behind the previous *Power Rangers* craze – expect to sell 10 million by the end of this year!

Incredibly, *Tamagotchi*'s popularity took Bandai completely by surprise – to the extent where they actually made a loss of two billion yen last year (instead of their forecast Y22 billion profit), mistakenly increasing the production of expensive action figures when cheap pocket toys suddenly became the fastest growing sector of Japanese toys! Now Bandai is using the popularity of *Tamagotchi* to entice shareholders – giving them the toy in the hope it keeps them loyal after the October merger with Sega!

(c) BANDAI 1996-1997

### THE VIRTUAL PET CRAZE HITS UK!

The full extent of *Tamagotchi* fever in Japan cannot be exaggerated! Although originally aimed at high-school girls and primary school kids, the toys are now sought after by everyone from office secretaries to middle-aged businessmen. It's an urban myth now, that important board meetings are halted so executives can feed their virtual pets. There are even *Tamagotchi* creches, to ensure your digital baby isn't neglected during working hours! And, with new batches selling out as soon as stores take delivery, they're selling on the street for more than 30 times the retail price of 1,980 yen (£10)! Bandai are now putting out ads asking the Japanese public not to pay ludicrous black market prices, but to be patient as they increase the toy's production five-fold.

This unprecedented demand has led to a new criminal element in Japan. Teenager girls have been known to snatch Tamagotchis from around the necks of passers-by. And in February, police in Yokohama, south of Tokyo, arrested four 14-year old boys for the theft of a *Tamagotchi*, following a pursuit involving several patrol cars and a police helicopter!

***TAMAGOTCHI* IS RELEASED NATIONWIDE ON MAY 12th**

### 3 MILLION ALREADY SOLD IN JAPAN!

## [THE *TAMGOTCHI* EXTENDED FAMILY!]

When you get a phenomenon of this magnitude, spin-off products are guaranteed! And the *Tamagotchi* range is growing!

Since the initial batch (in four colour variations) was released, Bandai have since brought out five new designs in Japan, followed by *Tamagotchi 2* in which you breed a dinosaur. At the recent Tokyo Toy Show, they also revealed the new *Tamagotchi 3* series. Three new creature variations – *Angel Gotch* (an angel), *Morino Tamagotch* (a bug) and *Umino Tamagotch* (a fish).

The renewed popularity of the Gameboy in Japan (due solely to *Pocket Monster* – an RPG in which you breed your own creature bizarrely enough) has also given rise to Gameboy *Tamagotchi*. A more involving version of the LCD pet, although we've yet to find out what happens when you switch your Gameboy off!




Tamapichi – the digital pet mobile phone. We want 'em!



**All-new *Tamagotchi 3*! Notice the themed colour-casings!**

However, the most extravagant piece of Tamagotchi merchandise just released in Japan is the *Tamapichi* – a £200 mobile phone with an onscreen digital pet! What's more, you can even send your *Tamagotchi* down the phoneline to a friend (if they have a *Tamapichi* too) and get them to look after it!

Of course, copy-cat devices have surfaced too. And in a bid to clamp down on 'fake' *Tamagotchis*, Bandai are bringing a Tokyo detective, Hideo Yamazaki, to Britain. Yamazaki dealt with counterfeit *Power Rangers* and *Turtles* during their heights, and they hope he'll track down the source of any fakes, so legal action can be taken!

# THE BIRTH OF A CRAZE!

*Tamagotchi* is the brainchild of one Aki Maita, an employee in Bandai Japan's toy division. Exploring ideas about combining pets and toys, she became influenced by the popularity of miniature electronic gadgetry such as cellular phones and pagers, and came up with the idea of the hyper interactive digital pet!

From there, it took two years to create the concept and another again to program it. Surprisingly, she says the most difficult part of the development process was designing the egg-shaped casing. Bandai put together 30 different prototype designs and polled high school girls in Shibuya, Tokyo's main shopping and entertainment district. The simplistic, stylised look of the on-screen creature is intentionally clumsy-looking, designed so that young kids can easily draw and adore their own pet.

When Maita presented the finished *Tamagotchi* to Bandai's sales division, they found it unattractive and raised concerns over its appeal to the targeted youngsters Since its unanimous success though, they're now pleading for an increase in production numbers!

# HOW GOOD A PARENT ARE YOU?

The brilliance of *Tamagotchi* is how many different forms it can grow into. See how many of these you get when you start breeding yours!



THE PRIZE THREE PETS!

# TWISTED *TAMGOTCHI* IDEAS!

We've a few schemes on how to have 'kicks' with your *Tamagotchi*. Try these for size. Incidently, if you have any ideas of your own, or breed new kinds of creature or have any care queries, send them to us. Who know we may even start a *Tamagotchi* Q+A! Bandai also have a **Tamgotchi helpline** on **0181 747 9033**

**You're gonna have to feed your pet if you want to sell it. Not too fat though.**



# BREED 'EM FOR PROFIT!

That's right. Buy some *Tamagotchis*, nurture them into pedigree pets and then sell 'em off for a profit. Hahahaaa, stinkin' little beggars!

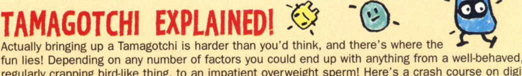
**Ho ho ho. Dead at five years old. But let's see if we can do it quicker!**

# KILL 'EM CONTEST!

Start up a new *Tamagotchi* at the same time a friend does and then see who can kill theirs off first. Aw c'mon, since when did a digital watch have feelings?





# TAMAGOTCHI EXPLAINED!

Actually bringing up a Tamagotchi is harder than you'd think, and there's where the fun lies! Depending on any number of factors you could end up with anything from a well-behaved, regularly crapping bird-like thing, to an impatient overweight sperm! Here's a crash course on digital pet care!

### NUTRITION

There are two types of food you can give your pet when it's hungry. It should be given a meal most of the time. However, you can reward good behaviour with a snack. Be mindful though, too much food makes your creature overweight, unhappy and can kill it! Excess weight can be shed by playing a few games with it!

### SLEEP

Like any living thing, a Tamagotchi needs sleep. When it does so, turn off the lights to provide its nightly 12 hours shut eye. It's important to set the toy's internal clock before starting or your pet'll keep waking up at all ungodly hours.

### FUN AND GAMES

The Tamagotchi plays a simple peek-a-boo game in which you have to guess which way it's going to look. If it wins, it gets happier. If it loses it sulks, but does get more intelligent.

### DEATH!

We've seen a Tamagotchi die and it's not a pleasant sight! First it starts bleeping rhythmically, with the buttons failing to respond. Gradually the bleeping slows before hitting a flatline and a gravestone rises! Shocking and yet somehow pleasing (when it happens to Ed's after we over inject it!).

### EXCRETION

If it eats, it's gonna need to crap! They normally dump about ten minutes after polishing off a meal. You have to clean it up pretty quickly too, or the creature gets ill. Fail to do so and the turds just pile up on screen (up to eight have been witnessed at any one time) and eventually it dies (of toxic fumes most likely).

### MEDICATION

If your Tamgotchi gets ill (with Beelus virus supposedly!) a skull appears. You have to act quickly to prevent a situation getting worse. Injecting the creature soon sorts out any simple problems (we use the same technique on Ed, continuously).

### INFORMATION

There's no excuse for not knowing what your Tamagotchi needs. One click and you can check out its age and weight, and how disciplined, hungry and happy it is. Incidently, one Tamagotchi year is roughly 24 hours, with the average lifespan being 10-30 days. Look after one well and it might last a couple of months.

### PUNISHMENT

Like any pet, a Tamagotchi must learn discipline. So tell it off when it misbehaves. Mind you, don't hit it all the time (like we do to Ed) or it won't know what's right and wrong (like Ed) and start getting miserable.





### ATTENTION!

When this icon is lit, your pet wants attention. It also gives different bleeps depending on what's the matter. If you just ignore it, the bleeps get more agitated and the creature will start misbehaving.

# NEWS

## 64-BIT SEGA CONSOLE TO FEATURE 3DFX?

**With speculation rife about Sega working on a new console, latest evidence points to the possibility that it could feature 3DFX hardware!**

In April the 3DFX company filed a report to the Security and Exchanges Commission (the US equivalent of our Stock Market), asking permission to be turned into a public company. In simple jargon this means they want to sell shares of the company to the public. Naturally, in order to draw interest from potential investors, 3DFX needs to sell itself to its best capacity, and as such revealed some incredible information on its current projects.

Among them is a reference to the company's Banshee project, a new high-performance single chip 3D/ 2D graphic accelerator intended for PC and coin-ops. However, the most fascinating reference was to their involvement with Sega. As quoted by Next Generation Online, the report to the SEC says "Voodoo Graphics technology is also the graphics architecture for the 3D media processor chipset that the company is developing for license to Sega Enterprises Ltd for use in Sega's next generation consumer home game console." A indication of some definite involvement with a new Sega console!

We've spoken to Orchid (who distribute the 3DFX board in the UK) about this turn of events and they can neither confirm or deny the information, because they know nothing about it! Sega however, openly admit they've talked with 3DFX, as they have many other companies with regard to licensing new technology. However, they stress that any finalised plans about any future Sega console are way off, assuring us that no news will emerge in this year or even this financial year. In conclusion, they stated that anyone expecting an announcement at this year's E3 is going to be disappointed!

## 64DD WILL HAVE MODEM!

**In our Freeplay rumours this month, we mention the possibility of the Nintendo 64DD add-on having a phone-link. Now there's more information to substantiate that possibility. The word of Nintendo Company Ltd president, Hiroshi Yamauchi himself!**

In an interview with a weekly Japanese magazine, he talks of how the 64DD "will allow users to replace the original characters in their games with new ones via modems and later, satellite communications. This is one reason why we chose to continue using cartridge as a medium, instead of CD-Rom which cannot be written over."

With online gaming clearly the next step for mainstream gaming, the idea of a one-to-one phone link-up facility for the 64DD would seem perfect sense, adding new appeal to the N64 add-on. An option that Sega too is exploring with its NetLink. However, the concept of actually adding new sections to console games via a modem is also an exciting idea. And one that Nintendo are already implementing with their Satellaview link-up for the Super Famicom in Japan. Gamers can actually download new sections of *Zelda 3* which are slotted into the game. A feature like this, with the huge writeable cache of 64DD has awesome potential, especially with DD *Zelda* currently set for release next March!

## WIN *POD* GOODIES!

***Pod* is without a doubt an excellent PC game. And with its MMX and 3DFX compatibility, together with potentially limitless online scope, it promises to become even better. Everything you want to know about *POD* can be found in our review last issue, but to boost excitement for this ground-breaking multiplayer game even more, Ubi Soft have given us some top *POD* prizes.**

**We've got a Thrustmaster steering wheel, an excellent *POD* puffa jacket and a copy of the game, plus two jackets and copies of the game for runners-up. Just answer this simple, made-up question – Which of the CVG team members is most likely to have been born from a pod?**

**Answer to *POD* Lomas Comp, CVG, 37-39 Millharbour, The Isle Of Dogs, London, E14 9TZ.**

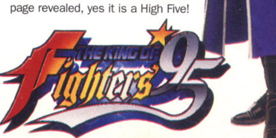



## PROGRAM SATURN GAMES!

Sony's cool black PlayStation – the Yaroze – which lets home programmers create their own PlayStation games is now available. Sega are soon to follow them by releasing the Saturn Basic in Japan, again letting already competent programmers use the Saturn's hardware to create games. It's not yet clear whether it'll be released anywhere outside of Japan, but even if it does it's likely to be pretty expensive, as the Yaroze costs upwards of £700. On top of that, you need a PC to connect it to, plus some experience in programming (or a big instruction book). Details about this home development package are a bit sketchy right now, but we'll tell you more when we've followed this story up.

## KING OF FIGHTERS '96 CORRECTION!

You may have been a tad confused, even dismayed, by last month's Saturn review of *King Of Fighters '96*, seeing as half the comment was missing and the game only scored a Four. We apologise for this confusion, the result of a printing error beyond our control. In an effort to redeem ourselves, we'd just like to say that in the conclusion of Yas Hunter's comment he said his only 'quibble' was that the guard cancel effect had been toned down since *KOF '95*, meaning some of the better tactics and techniques have disappeared. Aside from that though, he described *KOF '96* as one of THE fighting games for beat 'em up gurus, and different enough from KOF '95 to warrant consideration. And as our contents page revealed, yes it is a High Five!



All Star Soccer

SCORER:
DIEGO
FERDISHEARER

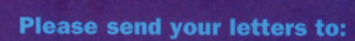
# build the ultimate
# GOAL SCORING MACHINE

"The ultimate PlayStation challenge for all soccer fans! Build your perfect dream team! Not only does All Star Soccer let you dictate the tactics, formation and playing style of your squad, but actually lets you create custom players with just the right mix of skill, speed and intelligence. If you thought all football games are the same, then you haven't played All Star Soccer!"






EIDOS
INTERACTIVE




MAIL BAG,
Computer and Video Games,
37-39 Millharbour,
Isle Of Dogs, London
E14 9TZ

**We're sorry that CVG cannot enter into any personal correspondence with our readers. So please, no SAEs.**




**Nintendo 64 is the new machine on the block, and the mailbag has gone crazy with opinions either for or against. This is a telling period for dedicated players who may already have shelled out for a PlayStation or Saturn. So we're interested in what you have to say on this subject, having given N64 the time to form a qualified opinion. Also it's nice to know that our April Fools gags suckered so many readers. There are far too many boys out there who wanted the naked Lara Croft thing to work. We're embarrassed for you, we really are. Don't forget that a software prize of your choice goes out to the sender of the Star Letter each month. So always remember to include the name of the game and system with your mail.**



© Nintendo

## HURRAH! HURRAH! HURRAH!

**Dear CVG,**

Three cheers for Nintendo for making not only the best games machine ever but also the best game ever: *Mario 64*. If I was to review it I would give it 99%. Everything about it oozes with quality. The graphics are coloured and detailed. The sound is excellent, especially the speech of *Mario*. And as for the gameplay, it's as perfect as a video game will ever get. There are loads of simple moves to do, the ideas are excellent and original from racing Koopa, to turning into a T-1000 and taking a baby penguin to its mother. The game is huge and it will be staying in my N64 for a long time. Shigeru Miyamoto should be bloody proud of such an excellent game. And if there is anyone who doesn't own it, go out and buy it fools!!!

**Andrew Martin, Woking, Surrey**



**CVG:** Ahh, the voice of a satisfied games player is always a pleasure to acknowledge. The world needs more Andrew Martins.

## ANOTHER BORING LETTER



**Dear CVG,**

There's something I don't understand. *Mario* is a great game. A 'Revelation'. You called it that yourselves, and I agree (I own it too). So how come on the month you got it it was your third favourite game of the month behind *Quake* and *NiGHTS*. You may as well have forgotten about it since. Only Jaime voted it the best game of 96, and that was joint with *SF Alpha 2*. Why is *Quake* always first on your most played game list since then? I wouldn't think there was anything wrong with you liking *Quake* more than *Mario 64*, but if you do prefer it then why is *Mario* the revelation? Of course I may be completely wrong.

Dan Miller, Chester

***CVG:** Mario 64 is a revelation, as it changes so much of what we previously expected from video games. As a one-player experience it has no peers. But as a group of people who spend a lot of time playing video games, the CVG staff find the competition element of games more appealing. This is why Quake and NiGHTS are so popular. The Score Attack feature in NiGHTS is almost endless, so is always a fun challenge. Quake death matches take up too much of our time.*

## SPICE GIRLS SHOCKER

**Dear CVG,**

First of all, congratulations on your excellent magazine. It is by far and away the best source of information on video games money can buy. Now that the formalities have been done I'd like to get on with what I've really written to you to say: ARE YOU BLIND?!!! How dare you put Mel C in front of Victoria in your CVG survey of the Spice Girls. I almost died when I saw this! Have you seen the state of Mel C? I've seen better looking camels than the thing you placed in front of the sexiest woman on the face of the Earth. Her nose curls up to such an extent when she smiles that even pigs get jealous. I'm sure that there are many people who like Emma and Gerri and that's fine but Mel C. There's nothing wrong with any of the others it's just that I can't think of any one sane person on the face of this planet who would find her even slightly more attractive than Posh spice. I'm not normally the type of person to write letters that sound like something from a kids magazine because I'm huge video games fan but it's just that I find Mel C completely disgusting. Was this a misprint? Keep up the good work as I am sure you will.

Mr Bus, Area 51

PS I strongly advise that you get some taste in women before you try anything like that again. Thank you and have a nice day.

***CVG:** We'd just like to stress that the opinions of Mr Bus are in no way similar to those of our own. Does anyone else have something to say on this matter?*

## OVER EXCITED WRITES

**Dear CVG,**

I am writing in response to the letter you published in issue #184 by Oliver from London. Why not take the "Your Game" idea a step further? As well as suggesting amendments to games to be included in their sequels, people should be encouraged to put forward whole game concepts. Admittedly some people may feel reluctant to share a potentially marketable idea, but the laws of plagiarism guard against their exploitation. Anyway, how likely is it that such ideas will ever otherwise have a chance to be presented to the game designers? Plus, in the long term, this is the best way in which we, as computer and console owners, can help ourselves to get games which we want, not the games which the designing firms think we want. Don't get me wrong – *Tekken 2* and *Quake* are all-time classics, but surely we are reaching the stage where, no matter how realistic the graphics, no matter how funky the soundtrack, we need original games.

A continual rehash of one-on-one beat 'em ups, first-person-perspective shoot 'em ups, racing games et al will not suffice. Eventually, the ultimate game for each of the (somewhat limited amount of) typical existing genres will be born: there will be no need for any more games of that ilk. The computer and console games markets will stagnate. I say: go for this opportunity to express our ideas. Seize the day! The future is now! Now is the time to break the shackles which ensnare the games market! We shall unite, and overthrow the despotic overlords of the silicon empire! We shall... Sorry. Most importantly, take note of what I'm saying. Express your opinions; the computer/video games market is there for us.

Sam Giddings, Croydon



**CVG:** There are original games out there, Sam. Just that the mass market keeps most of them at arms length. NiGHTS should've been a million seller, but too many people didn't take time out to understand it. Blast Corps for N64 is original. Let's see what you make of that.

# BAG

# LESS IS MORE

I think Oliver's idea about a "Your Game" section is brilliant. I'm sure that anyone who plays a game thinks about what could make it better. In *Soul Edge* why have two character endings when you could have six, one given for how well you completed the game. Why have eight weapons per character when you could have 16 or even 32? That would keep you playing the game for longer. They could also put in that when you get the lost weapon you get to play a demo of an upcoming game. As well as just games you could tell a company what they're doing wrong. Like telling Squaresoft to release their games over here without us having to wait a year or longer, otherwise we'll go and bomb their headquarters. We could tell Nintendo that we want to play their games without having to wait ridiculously huge amounts of time. We could tell other companies to do competitions like Namco did which let people design a costume for a character.

Another thing. David in the last issue said that *Wipeout 2097* is the only good game on the PlayStation. He's either plain thick or has only played *Wipeout 2097*.

**Mustapha Abbas, Ilford**



**CVG:** Doubt that Squaresoft would respond favourably if we bombed their HQ. Show some respect, Mustapha! It would be nice for overseas publishers to consider the rest of the world when they run design competitions though.

Finding the right balance in a game to make it play well is not as simple as adding more features. Action movies wouldn't be any better if they lasted for six hours instead of an hour and a half, and would get confusing if there was more than one super villain and twice the number of heroes. Same goes for video games.

## STAR★LETTER

# MONEY TO MAKE A BONFIRE!

**Dear CVG,**

I was one of the few people who managed to buy an N64 on March 1st without having first reserved myself a machine in advance. I bought *Mario 64* with the machine, and after playing it I've got to say, "believe the hype". Mario in 3D is truly an exceptional experience. Soon afterwards I rented Turok from a video store and again I was amazed, no other machine I've seen can come close to the graphical capabilities of the N64.

You would expect that I am more than happy with my purchase. Wrong. What the heck are Nintendo and THE Games playing at! Look at the prices of N64 games: £60 *Mario*, £60 *Shadows Of The Empire*, and the most ridiculous £70 *Turok*! Do Nintendo expect their machine to be owned only by lottery winners? Sure, I forked out sixty quid on *Mario 64*, but it seems that most games will match or exceed the £60 price of it.

Console owners have always had to pay high prices for their games. Yes I think that £45 (the average for a new title) is expensive, but at least it is expected. Of course I realise that cartridges are more expensive to produce than CDs, and I don't expect Nintendo to be able to match Sony with its Platinum range of games. All I expect are reasonable and affordable prices for my games. If prices stay this way, the next time I'll be buying another game it'll be from the bargain buckets when the N128 supersedes the N64.

I hope CVG shares my view that N64 owners are being asked to pay far, far too much and will print my letter to highlight this problem. I have written to THE Games to complain about the N64 game prices and I would ask that other disgruntled N64 owners do the same. It is now possible to buy a PlayStation with NINE (Platinum Range) games for the price of the N64 with *Mario*.

**Slightly Peeved, Crawley Down, West Sussex**




# COPYRIGHT ED LOMAS

**Dear CVG,**

Ha! Well done. I must admit that your April Fools jokes are very good this year! Firstly the Tomb Raider cheat. I mean , wiggle the pad to "Wannabe"! How stupid. I bet you just got the pictures off the internet, as you can. I hear the "Make Lara Croft Naked" cheat was something that Core removed, and didn't leave in for the actual game.

Secondly your Ultimate Fighting Universe game. As good as it sounds there was one flaw, which I assume you put in. One of the characters of the many seen is 'Pedro'. He was supposedly the secret character that Gamesmaster reported last year that appears in *Mortal Kombat*. And as there are no other people in the screen I reasoned that this was an April Fool. I should like to say well done thought as the screen shots are cool and well mixed!

**Andrew Nicholas, Herts**



**CVG:** Aw, shucks. You're just too cool to fool Andrew Nicholas. By the way Pedro was invented by Ed Lomas, not some guy on Gamesmaster magazine!

# THE EAGLE EYES OF A TRUE CVG READER

**Dear CVG,**

You have my commiserations on your failed April Fool attempt that was Ultimate Fighting Universe. Nice try, you had me fooled for a while – long enough for me to write to Sega Saturn Magazine and ask if it was true. I'm going to look a bit of a tit if they print it. Thanks.

What gave it away? Pedro, your hidden *Mortal Kombat* character from last April. It wasn't until I saw him and then checked when the next issue was out (I thought it was too early for an April Fool) that I realised. Better luck next year.

**Gavin Bleasley, Belle Isle**



**CVG:** We got you Bleasley! Why don't you just admit it!






Were you one of the brain-dead people to have fallen for our blatant April Fools gags?




Woah! Can't wait to play as Pedro in this new Ultimate Fighting Univer... Hey!

# OBVIOUSLY SOME KIND OF MISTAKE

**Dear CVG,**

What happened to the 32-bit handheld thing from Nintendo? Everything's gone quiet on that front.

Please, please, please tell me I wasn't dreaming when I saw the news about Ultimate Fighting Universe. If it's true I'm going to bet it'll sell amazingly well. In fact I intend to buy a N64 to play it.

I'd like to say to anyone who thinks this mag's biased then don't buy it. The reason you buy a mag is because you want an opinion from someone who knows their stuff. Ed Lomas and Jaime Smith know more about games than anyone else in England so I think they should be joint Editors of the mag.

**Liam Irving, St Leonards-on-sea**



**CVG:** Liam Irving's opinion lost its integrity quite early on in his letter. Can you spot where, readers? Would you trust CVG to these people? They wouldn't trust it to themselves! As for Nintendo's 32-bit handheld, we're just as baffled as you. More news on that if and when it happens.

# AND THE MORAL OF THE STORY IS...?

**Dear CVG,**

I am writing to inform you of the terrible marking system of Blockbuster Video on their games in the Spring 1997 edition of "Take One". I was looking on the inside back cover and reading about the PS/Saturn game Area 51. This game is world-renowned for its overall crapness, yet Blockbuster gave it a whopping 91%! This must be a crime, giving a s**t game an excellent mark just for their own financial gain. They shouldn't be able to get away with misleading the public without whom they wouldn't be a leading video chain.

**Chris Reynolds, Broomhill**



CVG: Suppose this is Blockbuster's way of convincing you to "Try it, before you buy it."

# RAW UNEDITED COMIC GENIUS

**Dear CVG,**

I've got a new idea for a computer game. It is about a yellow boy who is skinny and is bald. You have to shoot him. He has no friends and people beat him up. It has two players. Thank you very much!

John and Rog (he is my friend)

PS My friend Rog loves you and if you don't put this in your mag I will get my big dog to eat your legs and bite your face. Will you be my friend? By! (from John and Rog)



CVG: We'd really like to read the further adventures of John and Rog.

# WHY WOULD WE MAKE THIS ONE UP?

**Dear CVG,**

I used to read you magazine back in the early 80s (amazing Spectrum coverage) and unfortunately I stopped buying it when the 16-bit consoles took off, however after buying a PlayStation I picked up a copy from my local newsagents and took a look inside. One thing amazed me almost immediately. It wasn't the quality of the reviews, nor the news section, not even the twisted sense of humour. The thing that impressed me the most was tucked away inside the grubby-looking (yet still high quality) FreePlay section. Of course I am referring to Dave Kelsall's Retro Computer Cabin. Since then my PlayStation has remained practically untouched as I have been scouring the junk shops in search of old systems, and my wages have been blown buying Intellivisions, 2600s, Vectrex's, PC Engines, Spectrums, Master Systems, and all sorts of other cak from my misspent youth. I would just like to say thank you for rekindling some forgotten memories and ask if it would be possible to print some of the old cheat codes or these games as some of them are impossibly hard. Finally there is a lot of argument over which is the best console at the moment. Well this is an easy question as anyone who has played *River Raid* or *Keystone Kapers* on the VCS will know. It has the added advantage of being cheap as well. Mine set me back just £10 and it had 16 games with it. Keep up the good work.

**Chris Cartland, Radford Semele**



CVG: How many more retro gamers are out there? We need to know!

# WARM. WARMER. HOT! HOT! HOT!

**Dear CVG,**

I love video games. Let's get that one thing straight. But I have a few concerns regarding these big PC to console conversions, ie *Quake* and *Duke Nukem 3D*. One of the main reasons that these games are so popular is that they are almost completely customisable and get loads of add on packs to go with them, like level designers and shareware demos, etc. So, correct me if I'm wrong, but won't they lose some of their appeal in the conversion process? *NiGHTS* went some way towards bridging this gap with *Christmas NiGHTS* although it's not so much an add on as a spin off. So then, what say you on this matter? I'd like to know if the companies have any plans to release costume customisers with these releases and the like. Please find out what you can.

**Craig Ward, Woodhall Spa**



**CVG:** Patches used to expand games like *POD* and *Quake* are the internet's reserve. They require a PC to happen, unfortunately. Console versions of *Quake* require 'modifications' to be effective – and not all of these are good news.





***Duke 3D*** **is coming to the consoles, but will it offer the same excitement as on PC?**



**Ahh, *Christmas NiGHTS*! Genius incarnate.**

# WAKE UP AND SMELL THE SILICON



**Dear CVG,**

The point I want to comment on is the new 'retro' craze. Like all old gamers I'm always referring back to old games, but I'm sorry, time goes on and old games get crapper. Admittedly they can be good starting points for new games, but I think 'The Shady One' is going a tad OTT. Still plays on his C64. Hmm! Have you played a console game in the past 10 years? Games do get better. In terms of retro gaming the memory is much, much better than the reality.

Lee Toboln

**CVG:** Sometimes.



**And we'd just like to thank Craig Ward for another excuse to feature *Christmas NiGHTS*!**

# WHAT DOES BANDAI BODE FOR SEGA?

**Dear CVG,**

What have Sega done to us? I know the losses of the past year are many, but they could get up again by themselves. And how can Sega possibly have a good 1997 since they don't have the upper hand in this whole merge. Although Bandai is the dissolving company merging into Sega, it's their president that is appointed president of the new formed company while Sega's leader Nakayama is vice president. Also on the shares deal Sega is losing again. And how about those ridiculous but strong rumours that want Bandai producing a game they've always wanted to do on PlayStation and N64 – *Virtua Fighter*. Can it be that Bandai, now having Sega's license, start making games on other formats except the Saturn? Please, as always, tell us what you know.

**Anastasis Antoniou, Cyprus**



**CVG:** Far be it for us to predict the future, but the chances of *Virtua Fighter* appearing on anything other than a Sega machine are nil. Some properties are sacred, especially when they are First Party titles. The *VF* series is as at least as precious as *Sonic* to Sega.







# CVG WORLD

ONLINE WITH COMPUTER AND VIDEO GAMES

**Welcome to CVG World, the newest regular section of CVG. Every month we'll be covering the latest goings-on in the online gaming world. To start things off this issue, we let you know why the internet is so important. If you own a PC or Macintosh, and don't yet have a modem and internet access you should sort it out as soon as possible!**

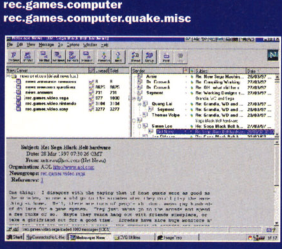
**Here are just some of the cool features available on the 'information super-highway':**

## USENET NEWSGROUPS!

The videogame Usenet Newsgroups are always interesting, with games from all around the world posting their views for everyone to see. As the messages are just posted by users, there's often quite a lot of strong language used, but you get a clear indication of what's popular at the moment.

There are newsgroups to suit everyone's interests, including:

**rec.games.video.sega**
**rec.games.video.nintendo**
**rec.games.video.sony**
**rec.games.video.classic**
**rec.games.video.arcade**
**rec.games.video.misc**
**rec.games.computer**
**rec.games.computer.quake.misc**



## NEW QUAKEWORLD!

*QuakeWorld* version 1.55 was released recently, and is available for downloading from all good *Quake* sites now. The major difference now is that there's no more registering or ranking, and instead it's more like playing the original version of *Quake* on the internet. Of course, you get to use many of the *QuakeWorld* enhancements like the PUSHLATENCY command (now even better at predicting than before), plus it's now possible to play with up to 32 PLAYERS AT ONCE!! Also, there's the new Deathmatch 3 mode which makes the game play more like *Doom* deathmatches – the weapons are more powerful and stay on the floor once collected. There's also a new version of the QSpy front end to make picking your game even easier! Overall, it makes playing internet *Quake* even more fun than before, and without your precious statistics to worry about you can just enjoy yourself!


















**Quakers are creating new skins all the time!**

**The Spectator mode lets you fly through walls and watch from anywhere!**

**The ranking list shows who is currently spectating.**

**As you may or may not know, the best feature of *QuakeWorld* is that the new PUSHLATENCY command reduces the usual lag greatly. If you've got a 'ping' of 200 (meaning that there's a delay of 200ms on all your commands), just type PUSHLATENCY -200 and the game will predict what happens for that 200ms! It gives you much better control over your character and gives you a chance against the LPBs (look it up on the *Quake* pages!).**

# AMERICA ONLINE!



**Not many people in the UK know all that much about AOL (America OnLine), but it's very useful for those of us into video games.**
Not only does it give you access to the World Wide Web and Usenet Newsgroups but it also lets you go to loads of AOL-specific chat rooms and sites. Naturally, it's a bit more expensive than a regular account, but the charges are hopefully going to drop soon. When you first log on you get to choose a screen name by which you'll be known, then enter whatever sections of the service you want. Here at CVG we've had an account for a while, and have found it to be a lot more fun to internet novices than just using the standard Web. Using the KEYWORD command you can find some excellent games sites and chat rooms where you can meet and chat in real-time to others with the same interests as you.

### KEYWORD: VIDEO GAMES
This gives you access to the Video Games Lounge – an American games chat room. While it's mostly filled with gamers from the USA, there's still a fair number of Brits who go there.

### KEYWORD: GAME ON
The UK video games section. Here you can read the latest games news, post messages on a bulletin board, or enter the British video games chat room, GAMES UK.

### KEYWORD: GAMEPRO
This will take you to American magazine GamePro's area, featuring news and their own chat room.

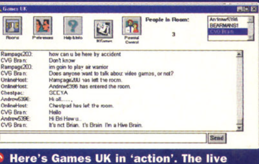
### KEYWORD: GAMES
Gives you access to more gaming areas, as well as letting you download the latest game demos for your PC, like the brilliant *Sonic 3 & Knuckles*!

**We want to print a list of our readers' screen names, so if you use AOL send your name to us and we'll print it in the magazine so that you can meet other gamesplayers. To kick things off, our very own Steve Key wants it known that he is TheToffees, Jaime Smith is Mr Gabbo, plus one of our readers is desperate for his AOL name to be in print – ManWhoCan. Find and pester him.**






**This is the main menu which you get whenever you start up AOL. From here you can access all their pages, as well as use the internet.**



**Here's Games UK in 'action'. The live chat on AOL can be excellent fun at times.**

# THE WORLDWIDE WEB!

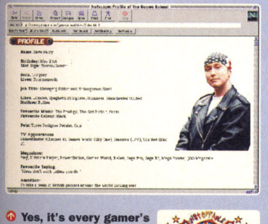
### THE MK HOAX PAGE
http://www.fred.net/rsm/mk/

A big collection of fake *Mortal Kombat* pictures. Some funny, some not. There's also some interesting and useful information to be found here as well.




### THE OFFICIAL DAVE PERRY HOMEPAGE
http://www.paragon.co.uk/gamesanimal/

Now Marketing Manager for THQ, the Games Animal's homepage is still up and running! All the pictures of Dave Perry you could want as well as his life story. Great.



**Yes, it's every gamer's hero (honestly), Dave Perry – the Unstoppable Games Animal!**

### THE ANTI-GAMES PAGE
http://www-personal.umich.edu/~rkmead/videogames.html

Simply a page explaining why games are bad. Apparently they really do rot your brain at the rate of one brain cell every five seconds. Plus you become sterile if you play for too long.

### MORTAL KOMBAT TRILOGY NITRO
http://www.mcs.net/~edboon/web/mkn.html

To find out more about this amazing new version of *Mortal Kombat*, have a look at Ed Boon's very own site! It's very entertaining.

### JAGO'S MIDI FILES PAGE
http://otto.cmr.fsu.edu/~kings/mid/midi.shtml

Jago has an excellent *Killer Instinct* page as well as this section where you can download some MIDI files of game music he's made!

### MR.T VERSUS SUPERMAN!!
http://www.uidaho.edu/~bokm9606/super/super.html

Not very games related, but still brilliant. A fantastic story plus links to other Mr T sites, like Mr T's Quote Of The Week!

## GOOD NEWS SITES

### GAMEFAN MAGAZINE
http://www.gamefan.com

An excellent games site. It has the latest news, brief previews and reviews plus tips and cheats.

### NEXT GENERATION MAGAZINE
http://www.next-generation.com

Great for news and over-the-top rumours as well as features and PC game demos to download.

### UK PLAYSTATION RELEASE SCHEDULE
http://www.delaney.demon.co.uk/PSX/

If you've got a PlayStation and want to know the official release dates for most of the games, this site will help you out no end.




**Top quality humour like this is available all over the internet for free. Hooray.**




***Mortal Kombat Trilogy Nitro* on the Atari 7800! See Ed Boon's page!**



## THE DOT END BACKSLASH
From now on, if you've got an Email address and you want to get in touch with other readers, put it on any letters sent in – Tips, Mailbag, High Scores, whatever – and we'll print it. Also, if you've got an AOL or Compuserve screen name send us that as well. We also want to know your favourite games-related sites on the internet, and anything else you think may of interest to our other readers. Send it all to the usual address, marked: **CVG World**.









**If you could only visit one booth at the Tokyo Game Show it had to be Sega's. They had much to prove in the light of Sony's increasing success, and fortunately had the most to say. Throughout the day some of Japan's greatest game designer/programmers were live on stage to talk about their latest projects. And what a line up they had! Without a doubt some of the most impressive games coming out this year in Japan will be on the Sega Saturn. Just like Sega's stage theme said "THIS IS COOL!". The even better news is that Sega Europe have the choice of these releases planned for UK before Christmas. These were the main game announcements –**

## Our ever-lasting quest to find the greatest games in all the world led us to Japan once more. Who has the coolest titles of them all? The Tokyo Game Show report has the answers.

**The Tokyo Game Show Spring '97 was held at the "Tokyo Big Site" from Friday, April 4th to Sunday, April 6th. As possibly the largest computer game show in the world there were over 100 companies exhibiting a total of 500 titles. Of these almost all were playable on the 1,200 consoles available for those lucky enough to get in. Over 120,000 gamers managed to make it despite the pouring rain and the mile-long queues.**

## PROJECT SONIC: (SEGA) Release – June

This was the biggest news at the show. Despite gossip that Project Sonic was the name of Sonic Team's next game, it is in fact something much bigger! Project Sonic is a major project throughout the whole of Sega and will involve much more than simply just another new game. Mr Yuji Naka, creator of Sonic, was at the show to explain a little about this new project.

### SONIC JAM!

Phase one of Project Sonic is *Sonic Jam* – a compilation of the original *Sonic* games, presented with a new 3D Sonic World. The games included are *Sonic the Hedgehog, Sonic the Hedgehog 2, Sonic the Hedgehog 3* and *Sonic and Knuckles.* However these aren't simple ports, there have been several improvements. For example there is a Time Attack on every stage. The Spin Dash can be done even on *Sonic 1,* and there's a cool option where you can just play the special stages. Sega's innovative "Lock-On System" (which used the extra cart to add more stages to all the *Sonic* games) is also included.

## SEGA TOURING CAR CHAMPIONSHIP: (SEGA)
### Release – Autumn

This was not playable at the show as it's only 5% done. Sega claim it should be ready for the E3 show in America. Though it isn't known who is doing the Saturn conversion, we know that the assistant producer in charge of the project is from AM ANNEX, who did the original. So that bodes very well indeed!



## CULDCEPT: (OMIYA SOFT)
### Release – Autumn

*Culdcept* is a fantasy boardgame based on the increasingly popular trading card system for 1-4 players. With over 300 cards available, eight computer controlled opponents with AI, beautiful animated graphics, and full orchestral score, this game has been well received by Japan's gaming community. Though the game is quite involved, the basics are simple: Three types of card; creature, spell, and item. By "rolling the dice" you move the required number of squares until you land on the final square. You either fight, trade, or some other action depending on the type of encounter or event you are in, and type of square.



**An new original board-game gets a new lease of life on Saturn.**







## SONIC WORLD!

Complimenting the classic games is a 3D polygon world where you can move Sonic around a large valley with bridges, trees, a river and a variety of other features. In this world you can activate a kind of 'Digital Manual' which gives you information about various aspects of the Sonic world. This was about 88% complete at the show.




Watch original TV ads and cartoon clips in here!



Secret *Sonic* codes can be found on the landscape!



## SONIC: CRED... OR DEAD?

Believe it or not, Sonic was only a really massive success in Europe and the US. By releasing this compilation Sega hope to build up interest in Sonic before they reveal Phase Two towards the end of the year. Can Sonic renew the excitement the world once had about Sega? We believe that he can. But it's going to be another lo-ong wait! Expect more news at E3.



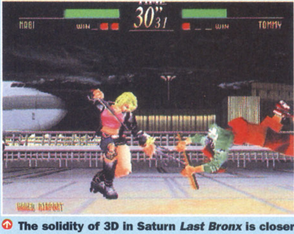

This compilation is going to be essential for true Sega fans!




# LAST BRONX: (SEGA)

## Release – Summer

A 30% playable version was available for lucky gamers willing to battle their way along the queues. For those who couldn't, an equally exciting live action video featuring all the game characters battling using real weapons on the screen, main stage. Even at this early point the Saturn conversion is progressing excellently. Up to now AM3 have been concentrating on the visuals and complex algorithms for weapon collision. They have stated that there will be original SS modes, though they have yet to decide whether they wish to include any new characters.




The solidity of 3D in Saturn *Last Bronx* is closer to Model 2 than ever. Great news for Sega fans!

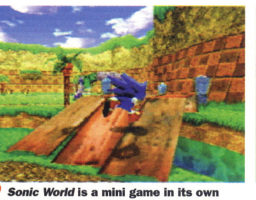












*Sonic World* is a mini game in its own right. The camera can spun fully around!



Collect all the rings within a time limit to discover even more secrets!

# TACTICS FORMULA ONE: (THE MAN BREEZE)

## Summer – Autumn

Takes all the thrills and spills of Formula One racing action and combine them with all the precision and strategy of a board game. Up to four players can enjoy this game of tactical driving by configuring their car's driving patterns, equipping the car with better parts, and studying the car's performance on the analysis screen. Each circuit is split into about 30 blocks, then configured for how you want your car to perform. Program your car by inputting when to accelerate, when to brake, and how to take each corner. When all players have their cars set up, the computer uses this data to run the race, in which the cars drive following the inputed data. By analysing the results of the race you can correct bad choices by reconfiguring until you have mastered the perfect driving set-up. 21 stages, weather conditions, and pit stops, along with little touches – like reproducing the accidents as CG movies – make this game fun.



# SOLO CRISIS: (QUINTET)

## Release – Autumn

Famous for a string of big hit successes on the Super Famicom (SNES), Quintet's first venture on the Saturn is a full 3D polygon simulation game. Quintet's vice president was at the show to explain the current development and talk about the game. At 20% complete only a simple demonstration program was available, but the game plot is intriguing. The world is divided into a surface world where people worship the god, and underworld where monsters worship the devil. As the god it's your job to defeat the underworld, using your servants and followers just as the devil uses his. Described as a real-time boardgame, control of the followers is taken in turns. For every action there is an equal and opposite reaction – if a mountain is built in the surface world a valley appears in the underworld and vice versa.

# AZEL: PANZER DRAGOON RPG: (TEAM ANDROMEDA)

## Summer -Release

The third part of the epic *Dragoon* trilogy is coming and it looks like being the best yet! Although not playable at the show, *Azel* (it's gonna be called Panzer Dragoon Saga in the UK) was one of the most eagerly anticipated games there. Crowds watched in awe at the incredible video sequences on the running demo stand. Though all the pictures that have been released show mostly fighting scenes, this is because the developers are concentrating on this part of the system at this time. However this game is a true RPG, with various items to collect, problems to solve, and multiple plots to follow.



**We're not certain whether players will have full control over these sections.**

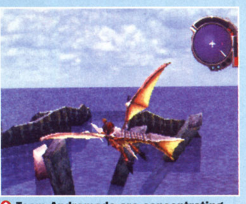


**The full majesty of the awesome *Panzer* series should be realised in *Azel!***









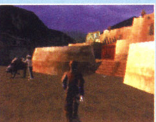
**Team Andromeda are concentrating on the flight sections at the moment.**



**Wonder where this is leading? Panzer Dragoon had a scene like this...**



**It appears that exploration sections are presented in real time, just like *Shining The Holy Ark*.**



**The *Panzer Dragoon* 'world' is extremely vivid. Fans will soon be able to learn its secrets!**



**You can almost breath in the atmosphere of this small town. Or perhaps it's just dragoon poo...**



**The battle system in *Panzer RPG* is rumoured to be turn based, like *FFVII*.**



**Footage not shown here suggests that the berserker attack is included!**

# SONY COMPUTER ENTERTAINMENT

Straight from winning his CESA Academy Awards, super star Parappa was joined by Crash Bandicoot for an all-star line up of celebrity *Intelligent Cube*! Long after their games were released SCE are continuing the promotion of these two in the hope that they'll one day rival Mario and Sonic. Certainly you get the feeling that they just might succeed when you see the crowds cheering them on! Besides the cuddly twosome, SCE had some top-notch games lined up as well:

## GHOST IN THE SHELL: (PS)

### Release - Summer

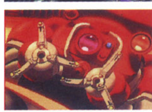
This was the biggest game for SCE at the show. Queues were deep as could be, and filled the booth to the extent that you couldn't get to play some of the other games! Based on a very popular Japanese animation OVA, this game is bound to do well over here, but unlikely to be released outside Japan. In essence it's just another 3D action shooting game with loads of original digital anime sequences thrown in. However this license alone is practically permission to print money!













## BELUDESELUBA WAR CHRONICLES: (PS)

### Release - 18th April

It has been in the making for quite some time, but *War Chronicles* finally made it to the finish line. It has been worth the wait. With an interesting mix of 2D RPG action and 3D flight sequences (this kind of style has become quite popular in Japan), *Chronicles* has a lot of variety in the gameplay. But unless you like both styles you end up with the feeling you only have half a game. *Chronicles* includes a lot of anime sequences too.











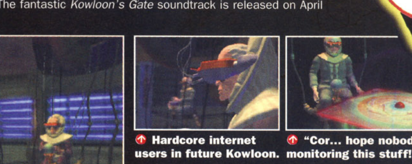
# SONY MUSIC ENTERTAINMENT

Now that *Kowloons Gate* has finally been released, all eyes were on SME to what their next offering would be. Of course we all knew that it would be something special, but as always SME manage to surprise us with their ingenuity!

## KOWLOON'S GATE: (PS)
### Out Now Japan

An extremely dark, mysterious combination of realtime with point-and-click adventure. *Kowloon's Gate* is set in the future, and centres around the complex workings of the Kowloon Net – a jumped-up version of the internet. Hours of incredible CG movie footage, and a scary plot are the two biggest draws. The fantastic *Kowloon's Gate* soundtrack is released on April 21st in Japan.





Hardcore internet users in future Kowloon.



"Cor... hope nobody's monitoring this stuff!"

Does his mother know how long he spends on this thing!

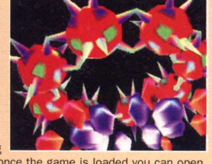
## GO FOR IT MORIKAWA-KUN NO.2: (PS)
### Release – 23rd May

Not quite sure whether SCE's new character is capable of making the grade compared to *Parappa*, but if raising a baby robot in the *Tamagochi* style is your thing this could be the game for you! There are different worlds and robot personalities available and that all-important Artificial Intelligence. Who knows?





## BABY UNIVERSE: (PS)
### Release – 20th June



This is even weirder than *Depth* or *Parappa the Rapper* (which is really saying something). This 'game' is basically a 3D kaleidoscope generator. The most appealing aspect is that once the game is loaded you can open up your PS and stick in your favourite music CD, thus messing around with visuals to your top tunes!

## ALUNDRA: (PS)
### Release – 11th April

Japanese gamers have been building up to this release for quite some time. Despite the *FFVIIs* of the world, you can't just beat a good spite-based RPG for that authentic "ancient quest" feel. Boasting a map over 7,000 screens in size and over 1,400 different motion patterns this is one for serious RPGers out there!

## LAGUNAKYULU: (PS)
### Release – Summer

This is one hot RPG we've been keeping our eye on for some time. Everything in the game is generated by polygons, scenery, objects and characters. This means you can freely rotate the screen around as much as you like, to get the best view to explore with. The beautiful graphics are very realistic and the game scrolls in all directions with unbelievable smoothness. The attention to detail is also incredible with all sorts of moving objects on screen such as the blades of a wind pump turning around. All the characters' movements were constructed with motion-capture, so whether your character jumps, runs up the stairs, or fights they always look life-like.



Come Summer, gamers in Japan will have access to this awesome world.

The main feature of *Lagunakyulu* is the Memory-card Battle System (MBS). With this feature you can save your characters to your memory card, fight with your friend's characters, and even swap characters. Each player builds up their own characters in their own way. While one person may have a great Wizard and a poor Thief, your friend may have a weak Cleric and a powerful Ranger. By swapping your characters with your friends you can build up the strongest party possible. Though you may clear all the stages the game never ends.



## DAM DAM STOMPLAND: (PS)
### Release – Autumn

Jump on somebody's shadow to make that person fly off to never-never land! Whoever does the stamping gets larger, making it easier for people to jump on their shadow. According to SME this is a first in gaming history, and we're inclined to agree. Action takes place in Stomp Land where the jumping makes the "DAM DAM" noise of the title. There are a variety of strange places such as a factory, a sweet country, or Mars! Some of your opponents are robots, but there's also the deadly Mr. Yamada as well (?) so you better take care! You really need to play this game to appreciate its finer qualities.



You wanted original. *Dam Dam Stomp Land* is it!

# CAPCOM



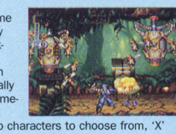

Capcom's booth was the second best booth at the show (nobody was going to beat Warp's booth this year!). Designed around the theme of *Rockman*, Capcom payed tribute to their star character's 10th Anniversary.

## HOMAGE TO ROCKMAN!

*Rockman* first debuted way back on December 17th, 1987 on the Famicom. Since then he's spawned several series: *Rockman World* and *Rockman X*, along with various special *Rockman* games such as *Rockman's Soccer*, and *Rockman Battle and Chase*. He's managed to make a name for himself from the arcade to home console, from the Famicom to the PlayStation and although there's still no news on when or how he may make it to the N64, Capcom are making sure he's kept busy with a stream of new PS and Saturn releases coming soon.

## ROCKMAN X4: (PS, SS)

### Summer Release



The best *Rockman* game yet. Incredibly detailed backgrounds and super smooth animation really make this something special. There are two characters to choose from, 'X' and 'Zero'. Depending on your choice the story, action and ending are different. Choose from two types of 'Ride Armour': 'Fighter' and 'Air Bike'.



**And you thought it was all over! No, Rockman is back, with all his old friends!**



**Colossal Bosses such as this one make you glad of 32-bit power.**

## ROCKMAN BATTLE AND CHASE: (PS)

### Out now in Japan

All of the most popular *Rockman* characters are back for a fighting race game where attacking rivals is just as important as overtaking them. Various tune-up options allow you to upgrade your car's capabilities. Capcom have a special *Rockman Grand Prix Challenge* competition for those who fancy their racing skills in May!

## SUPER ADVENTURE ROCKMAN: (PS, SS)

A combination of high quality animation and gripping adventure game action. There are three stories containing a total of 90 minutes of original anime. Depending on your choices at certain points in the story there are different events and plots. Over 20 boss characters make an appearance!

## BIOHAZARD: (SS)

### Summer Release

A 50% complete version was on display and it was looking pretty hot indeed. SS owners shouldn't have anything to complain about when they finally get hold of this!









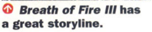
**No visual difference between SS and PS *Resident Evil*. Gameplay is expected to change slightly though.**

## BREATH OF FIRE III (PS)

### Release Schedule Undecided

*BOF3* finally makes it to the PS with major improvements in every area! Sound, graphics and action have all been upgraded to make use of the PS's superior hardware. As a result *BOF3* comes with spectacular textured-mapped 3D polygons which can be rotated in real time with a dynamic view-point camera. This is one summer release all RPG fans in Japan should be looking forward to.





***Breath of Fire III* has a great storyline.**



**A mine cart section? Surely not, Capcom...?!**

## BIOHAZARD 2: (PS)

### End of year Release



No new news here we're afraid, though Capcom were running a video showing action from their current version. Most of the action has been seen in the press for quite some time now. Nevertheless, it still drew a lot of attention from the public, as it was the first time they had been able to see it running. And it does look impressive!

## MARVEL SUPER HEROES: (PS, SS)

### Summer Release

We've had to wait a long time but it's finally here. Although still at an early stage Saturn owners were able to finally play a semi-complete version of one of the most highly anticipated arcade conversions of all time.





**These shots are taken from the arcade version. The 32-bit versions should look no different.**

## THE DREAM QUIZ OF SEVEN COLOURS: (PS,SS)

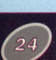
### June Release

This 'fantasy romancing' game is based around a roulette wheel where good timing is used to stop the ball on the desired square. Depending on the square, the course you take through the story changes. As you date each of seven young ladies in the game a variety of events and plots unfold. One for the girls – aka 'gal-soft'.




TOKYO GAME SHOW '97 REPORT!

FEATURE



# SQUARE

Once again, Square's booth was hopelessly too small to cope with the masses who swarmed over their games on offer. As queues lengthened it became difficult to work out exactly just which game one was queueing for, as this time Square had six playable games available. Unlike their give-away CD-ROM last time, Square were giving out a special memory card case and seal collection to each person who played four of the six games. All you had to do was play a game and you'd receive a special sticker for that game. Collect four of them and go up to the give-away desk, present your stickers and there you'd go – one free case!

## BUSHIDO BLADE: (PS)
### Out Now Japan

Square's excellent sword fighting game was very popular at the show, despite having already been released, so not everyone could've bought copy. Either that or they were only after one of those desired stickers.

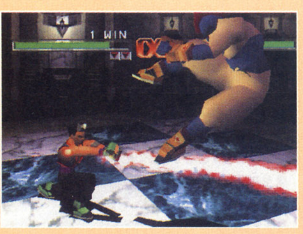


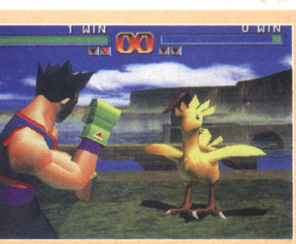


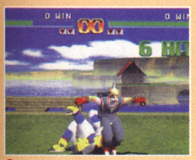
**One wrong move and it's game over in Square's strategic fighter.**

## TOBAL 2: (PS)
### Release – 25th March

This is the game everybody wanted to play! With national advertising in full swing most of Japan is gasping to get their hands on one of the hottest games this spring. With even better graphics, new detailed backdrops and smoother animation, Dream Factory have pulled out all the stops to make this game a real classic. In particular, the dungeon exploration mode is now big enough to be a game in it's own right!









**Polygon fighters with detail to rival the biggest arcade titles.**





**Recognise that weird yellow bird on the right? Yep, a Chocobo!**

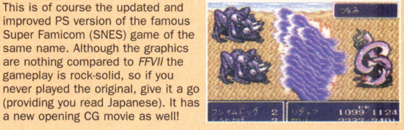
## POWER STAKES: (PS)
### Release – 11th March

Until *Derby Stallion* hits the PS you could do worse than this. *Power Stakes* is the first title from the Aques label. No news on their car racing game though. Despite being finished Square were obviously keeping this game's presence quiet. I'm not surprised as it doesn't really seem to fit in with their other genres!



## FINAL FANTASY IV: (PS)
### Out Now Japan

This is of course the updated and improved PS version of the famous Super Famicom (SNES) game of the same name. Although the graphics are nothing compared to *FFVII* the gameplay is rock-solid, so if you never played the original, give it a go (providing you read Japanese). It has a new opening CG movie as well!



## FINAL FANTASY TACTICS: (PS)
### Release – 13th June





The opening CG movie alone is good enough to justify the price of this game. However, good old Square have thrown in this simulation RPG as well, just to give something to do afterwards. It's not going to be quite so easy to get into as *FF VII* unless you're fluent in Japanese, but with any luck there'll be an English version out by the end of this year or the beginning of next.

## SAGA FRONTIER: (PS)
### Release – 11th July

If *FF VII* is an action RPG and *FF Tactics* is a simulation RPG then by rights *Saga Frontier* should be an adventure RPG. Just quite when RPGs got broken up into all these categories escapes us, but the bottom line is this one adventure that you need to play. As the last release of the big name games we're going to waiting until summer for this one, but it'll be worth it! Square's main stage attraction was the appearance of two of Japan's legendary game pros, Bun Bun Maru and Shinjuku Jacky. They were on hand to show their skills at *Tobal 2* during the special events scheduled throughout the day.

Square's one major announcement at the show was that of *Front Mission: Alternative*. The latest in the *FM* series is set to appear on the PS and features an entirely new look with 3D texture mapped polygons replacing the SFC's sprites. One other major difference is that it is now real-time as well, making it a realistic simulation game. The game is set a little before the previous two *FM* games and is based on the African continent.

# namco®

Although Namco have plenty of great PS games coming soon it was obvious that they wanted everyone to know that *Tekken 3* is coming to the PS. Several arcade machines were there to play and there were several *T3* stage events. However, no firm dates have been set for when it will appear on the PlayStation.

## TIME CRISIS: (PS)

### Release – 27th June

This game had the longest queues of all Namco's titles at the show and was obviously everyone's favourite. It's difficult to see what Namco have left to do on this game before its release but let's hope they're adding lots of great new PS specific features like they did with *Soul Edge*.









## POINT BLANK! (PS)

### Release – Coming Soon

Known as Gun Bullet in Japans, this is a new addition to their line-up since we last reported on Namco. It's a gun game (which Sega's *Mighty Hits* was a poor copy of) with masses of different mini gun challenges. Although it's an arcade port, there will be a PS original mode and a two player option as well. Although not as graphical cool as *Time Crisis*, *Gun Bullet* is hugely popular in Japan and the *Point Blank* machines in the Namco Wonderpark are big favourites of some CVG members. We're looking forward to this game a lot – perhaps almost as much as *Time Crisis*!

## ACE COMBAT 2: (PS)

### Release – 30th May

Although the game has obviously progressed considerably since our PS Show report there were no major changes in the game play or graphics. However, they've added more planes and missions since we last play tested it so there were a lot more things to play with this time around. It's looking really great and there were quiet a few people crowded around this game despite the *Tekken 3* excitement. It's obviously best played with the twin analogue joystick/pad for best results.



**Your dream will come true. The plane ahead is ENORMOUS!**



**Expect the terrain, such as that island, to look fantastic!**





## TALES OF DESTINY: (PS)

### Release – Coming Soon

While Capcom took advantage of the PS's polygon capabilities when upgrading their "Breath of Fire" series from the SFC, Namco are sticking with sprites for this latest adventure in the "Tales of" series. While the loss of dynamic viewpoints may upset some there's no doubting that polygons can never match sprites for beauty and the one thing that ToD definitely is, is beautiful! One other point of note is the Enhanced Linear Motion Battle System (E-LMB System) which makes the battle scenes more exciting and active!




***Point Blank* features tons of excellent gun-based challenges!**



**It might not look like much, but fans know what's in store!**



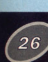


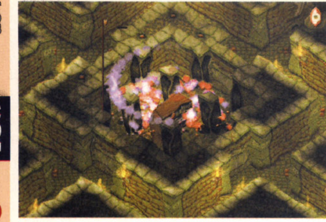




TOKYO GAME SHOW REPORT
CONTINUED ON PAGE 94. GET OVER THERE NOW!










GOD GAME
BY BULLFROG
MAY RELEASE
1 PLAYER

- PRICE £TBA
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY BULLFROG TEL 01483 579399

It's been in development as long as it would take to build a real dungeon. But having seen the result we now know why. This game is going to be one of the hottest ever!

# DUNGEON KEEPER

**The last time we covered *Dungeon Keeper* was exactly a year ago in our June '96 issue. Back then the game looked set to be completed within the month, with Bullfrog promising a full unveiling at the Summer E3. But the finished game never surfaced, taken as it was, back into intensive development. Normally this is the sign of a game in trouble, but even then *Dungeon Keeper* looked guaranteed to be awesome. No, in this case the game's creator, Bullfrog supremo Peter Molyneux, wanted to make sure his latest project was perfect... at any cost! That cost has been this extra year of work, and incredibly the already fantastic game has been improved tenfold. Of course after such a hefty wait, people are expecting a lot from Bullfrog. But take it from us, no matter how high expectations are, *Dungeon Keeper* is on course to deliver. This could prove to be one of the best games ever made!**



Get that hero away from my treasure hoard!



## GET TUNNELLING!

Getting your dungeon started is easy enough. You begin with a single antechamber and a couple of faithful imps. By clicking on an area, you can order them to start mining for gold – the currency used to pay the minions of evil! Next you need to get them to dig out a treasure room to store the gold. After this, building a hatchery is important. This spawns cute little chicks – the essential food of your servants. The final starting step is an entrance. Now more monsters can start coming to your dungeon!



Your beginner dungeon.
Before long it'll look like this!



## YOUR TICKET TO ULTIMATE POWER!

How many games have you played where you're the rugged hero, breaking into a evil villain's stronghold to steal their treasure, kill their minions and eventually destroy them? Yeh, well this game is different. You get to be the villain, you get to build the underground labyrinth, you get to nurture the minions and you get to kill those stupid punk heroes.That's the concept behind *Dungeon Keeper.* From a basic viewpoint, this might just sound like a *Command & Conquer* clone. But in the hands of the man who invented god games (with *Populous*), it's the ultimate power-lust fix! You really are the master of your own domain!





The single-player map. As you progress the realm begins to decay!

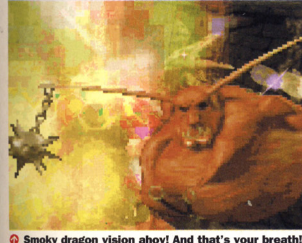


## MASTERY OVER OTHERS!

Fun as *Dungeon Keeper* will be in single-player mode, it has the potential for awesome multi-player appeal. Realising this, Bullfrog are going to concentrate on an online version immediately on completing the normal game. And their plans look set to rival *Quakeworld*. The chance to construct your own dungeon server and have other players enter it as heroes. Or for each player to build a dungeon, and then dig through to each others to steal kill and conquer. Alternatively just enter a preset dungeon as heroes and play deathmatches against each other!

## LOOKS WICKED!

In the extra year of development, Bullfrog have improved the visuals massively. The user interface and menus are now more practical (and with regard to the excellent pointer, more satisfying) than ever. Although the superb 3D caverns were light-sourced before, the effects are even more improved. Sorcerous smoke and coloured fire laps up from newly constructed rooms. Best of all, when you go inside a creature, each one has its own eyesight. Flies see in compound vision, dragons have smoky translucency and dogs see in black-and-white.



Smoky dragon vision ahoy! And that's your breath!

## MINDLESS SERVANTS?

One aspect Bullfrog have spent a massive amount of time perfecting is the incredible AI. Each individual creature has their own behaviour. The imps when digging can tend to slack off, even stopping for a smoke. Slapping them around (with the evil-hand pointer) soon gets them on their feet again. On pay-day they immediately sneak off to collect their wages from the treasure room. Fail to feed your creatures properly and they start eating each other – spiders munching on flies. Of course, being evil you can punish them. Stick an screaming imp in the torture chamber and the others work fearfully. So advanced is the AI, the programmers have even witnessed unforeseen behaviour patterns. When they created hell-hounds, for example, they suddenly found them befriending the wizards, following them faithfully!



Your imps have built a library, as you commanded!



Uh oh, your minions seem to be fighting. Stop!



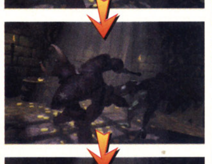












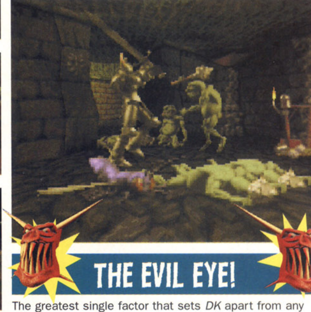


Some of the awesome intro!

## ZERO THE HERO!

So when does the hero-killing come in? As soon as one starts digging its way in! You can actually hear the chipping echoing around in stereo, to help you locate where they're coming in. Once they breach your dungeon you need to send your stronger minions against them. Alternatively, you can take them on face-to face...

**A stinkin' hero in your dungeon, killing your imps. But he doesn't know you are inside one of them!**



## THE EVIL EYE!

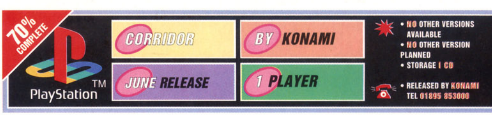
The greatest single factor that sets *DK* apart from any other resource management game is the ability to possess any of your servants. Once inside them, you can steer around *Quake*-style and take on the enemy using any powers the creature you're in possesses. Alternatively you can just perform standard duties – digging if you're an imp for instance. Some of the programmers prefer playing the whole game from first-person only, that's how versatile it is!



## LOWER THE DRAWBRIDGE!

**After years of waiting *Dungeon Keeper* will be ready for review next month. And the sheer genius of it, perfectly executed, looks set to make it a challenger for best game ever. Now might be a good chance to buy that P200!**






In keeping with their recent surge of top quality titles, Konami have an innovative new corridor game lined up for PlayStation.

# BROKEN HELIX



**Area 51. That's where this game is set, though thankfully it's a lot more interesting than Time Warner's travesty which should be avoided at all costs. In Konami's game you control Jake Burton, an explosives expert thrown into the quagmire of Area 51 to defuse a couple of bombs. Little does he realise that he is a completely expendable asset, whose services may no longer be required once the job is done. One of the biggest features of this game is over 60 minutes of audio dialogue stored on the CD. The voice of Jake was recorded by Bruce Campbell, who has starred in such films as Congo, The Evil Dead 1 and 2 and Maniac Cops 1 and 2. His typical action-hero-grainy-type-voice suits the character down to a tee, and adds immensely to the atmosphere. Keep an eye on Area 51, it could be one of the year's dark horses.**



## I'M GETTING VERTIGO

Playing this game needn't be restricted to the one view suffered by other titles in this field. *Broken Helix* gives you the chance to alter the perspective to more or less any angle that you desire. You can zoom in so that you're looking through the eyes of Jake, and zoom right out so that you can see virtually all of his body. Not only that, but you can move the camera above Jake, enabling a 45° shot pointing downwards. This is especially useful when little aliens are attacking your feet! Should you find that your custom view obscures the game slightly, all you have to do is hit L2 and R2 together to reset.



**It has a first person perspective...**



**...and you can rotate the view so you are looking down onto Jake's shoulders.**



**The professor on the bog loggered himself 'cos he's sat next to a bomb!**

## ARE YOU TALKING TO ME, PUNK?

As Jake wanders around the various levels in Area 51 he encounters lots of people, many of whom hold vital information or objects he needs to progress. There are two ways to determine how to speak to a person, indicated by the shape of the eyes in the centre of the screen. When they appear normal, this is the state that allows Jake to chat nicely. He asks civilised questions, and they quite happily give you the answers you're looking for. Switch to scowl however, and Jake does nothing but abuse whoever is standing in front of him. They become more irritable and a slanging match takes place. Although this is good for comedy value, it doesn't win Jake many friends.







**These guys are the marines who try to kill you once the bombs have been defused.**

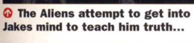






The rendered intro starts as a news report from Area 51, before moving into your high security entrance into the complex. Spooky stuff.





The Aliens attempt to get into Jakes mind to teach him truth...



...and this is the hallucination he has during the trance. Help.




Three guesses what kind of Station this is? It's a toughie.



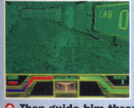
If you fancy having a quick leak, why not pop into the ladies!

## SAY HELLO TO MY LITTLE FRIEND

Certain tasks in the game cannot be performed by Jake because he is either too big, or the task is too life threatening. For example: Located inside the third floor is a cloud of gas which kills Jake instantly if he runs into it. Jake has to find the control panel which is linked to a robot and take control of it. He then guides the robot through the gas, into a room which contains the protection pills before returning to Jake. Once Jake has the pills he can safely traverse the poison cloud.



First you have to locate the computer terminal for the small robot and assume control.





Then guide him through the gas and retrieve the pills. Give them to Jake, and he'll then...




...be able to walk through gas without harm. The counter shows how long the effect lasts.

## YOU'VE BEEN FRAMED

Before Jake reaches the end of the first two floors, the security cameras are his biggest source of hassle. Until he manages to escape the clutches of the marines, these cameras constantly alert the enemy of his whereabouts, and attack you just for good measure. Trouble is, even if you completely destroy them your foes know that you're still roaming around in one of the stages and come after you. The trick is to merely put them out of action by hitting them with the standard laser gun, causing them to fall to the ground, instead of explode.








The professors are mearly a pain in the backside. If they don't try and shoot you, talk to them.



And this is what Bruce Campbell looks like, just in case any of you were sad enough to be wondering. Yawn.




## OKAY, BUH BYE!

Despite all the delays (Broken Helix was due for a November '96 release!) Konami hope to have the review code in time for next month! Cool.

SEGA SATURN






PLATFORM | BY CRYSTAL DYNAMICS | MAY RELEASE | 1 PLAYER

- PLAYSTATION VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

**Fed up with the lack of a decent *Sonic* title on your Saturn? Still yearning for *NiGHTS Two*? Maybe the platform thrills of *Pandemonium* will keep you happy until Sonic Team deliver their next gem.**

# Pandemonium!

***Pandemonium* proved to be a big game for BMG and Crystal Dynamics at the end of last year. So big in fact that Sega themselves snapped up the rights, just so Saturn owners could get to play what is believed by some to be the best PlayStation platformer. Will the hijinks caused by Nikki and Fargus, manage to weave their spell where Claris and Elliot have already been before? Will Saturn owners have to endure another poor PlayStation conversion? Will we print more question marks just for the effect of mystery??? Hey, give us a break, we're just trying to build this game up that's all!**

## MONDO MEDIEVAL MAGICAL MYSTERY TOUR

So what are Fargus and Nikki doing on this road to nowhere. Well it all starts when a book of magic spells falls into their eager hands. Having not yet received the proper training Nikki experiments with some spell casting, with disastrous results – a huge monster and his hordes are unleashed on their local town and surrounding valley. It is up to them to search out the legendary Wishing Engine, earning them a chance to revert their spell, returning things to normality.








Must find more treasure to access the bonus levels.




The level select screen. Very nice.

## TRICK YOUR EYES!

While *Pandemonium* may look like an amazing 3D explore-athon the action is very linear, with game play being strict 2D-style. Occasionally Nikki or Fargus may move into the action, or above and under objects. This is because the game employs a freestyle 3D camera which pans and tracks around the action, taking up the best position to view the player. So, while you may be playing what is a very 2D experience, you are tricked into seeing the game as a 3D world. Very clever and convincing it is too.



## COME JAPE WITH ME

Where would a platform game be without a star? You see, it's all very well having intricate, beautifully designed levels, but you need a character to take you along and share the ride. Luckily *Pandemonium* has a choice of two. Each with different characteristics and abilities.

### FARGUS



**Fargus is a court jester, wisecracking kind of guy. He is accompanied by Sid, a talking jester's stick, who manages to out wisecrack Fargus! Fargus' main abilities are his speed and tumble roll attack, which can damage enemies without harming himself. Why Fargus wears baseball boots in this medieval setting, we're not sure.**





Fargus finds a secret power-up at the start of the level, plus his roll!

### NIKKI

**A friend of Fargus who used to be a wizard's apprentice, and also has experience as an acrobat. She is a lot more agile than Fargus, and comes equipped with a very useful double-jump. Obviously Nikki is much more sensible than Fargus. Probably the better choice for the beginner.**

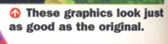




Nikki's double jump comes in real handy. Perfect for the beginner.

These graphics look just as good as the original.

## FUNNY HOW? LIKE... HERE TO AMUSE YOU!



Pandemonium on Saturn looks every bit as good as, though slightly different to, the PlayStation version. With all the graphics and lighting effects to match too! We'll have the full review for you next month.

THE Pandemonium! CONTINUES ON YOUR SATURN!







# Go ahead.

# Rub it in.

As you thrash the wetsuits off everyone in the water, it's hard not to show off. Wave Race 64 puts you at the throttle of a 3-D soakfest with all the advantages of 64 bit technology under your thumb. Like a revolutionary analogue controller for full-motion 360° movement. So you can jump breakwaters and dive with the dolphins. Corkscrew out of the surf and cut a tighter line through the running tide. Even line up for two player split-screen against your mates. And with nine courses and four degrees of difficulty, there are literally thousands of ways to race your adrenaline. So. Are you wet yet?




NINTENDO64



**Get into it.**





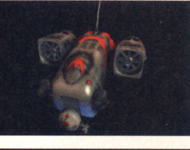

STRATEGY | BY GAMETEK | MAY RELEASE | 1-8 PLAYERS

- PRICE ETBA
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY GAMETEK TEL 01753 854444

## Fed up of just fighting petty wars on Earth? Well, turn your power-crazed sights to the stars, o'Mekon!



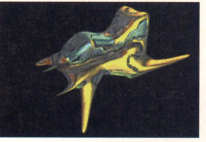

**Command & Conquer has definitely started a craze. Suddenly battle strategy/ resource management games (or *C&C* rip-offs as they're more commonly known), are popping up all over the place! And while most of them use near identical (and therefore excellent) point-and-click interfaces, they rarely prove as popular. Not surprising really. After all, when you've got a realistic simulation of state-of-the-art global warfare, why would you instead want to battle in some hokey future populated by Australian mutants riding giant scorpions? Nope, a good *C&C* clone needs an equally desirable scenario. LucasArt's upcoming *Rebellion* – battling in the Star Wars Universe – is a prime example of a good backdrop. And now here's another – planet Mars. With Aliens-style space marines facing off against the current hot extra terrestrials, the Grays. I'd buy that for a dollar!**





**This disgusting looking xenomorph is actually a tank!**
**Certain weapons are ancient alien artifacts, collectable by any team.**









**A human attack buggy. The alien equivalent is there on the right.**

## WHOSE SIDE ARE YOU ON?

There are two races to choose from and both have equal types of weaponry. However the forms they take are drastically different. Play as the human colonists and you get very mechanical hardware. Your tanks are like futuristic land buggies, aerial scouts take the form of hoverships and you can also set up various automated gun-turrets. All should look familiar to anyone acquainted with the likes of The Terminator. Choose The Grays though and your vehicles are much more... organic. A sort of cross between Giger and Mr Blobby. For example, the humans have a vehicle that anchors in the ground and turns into a cannon. The alien equivalent is a bipedal monster that shoves its head into the ground and fires meatballs from its backside!

## GET YOUR ASS TO MARS!

That's right, the scenario for *Dark Colony* is the surface of the Red Planet. Set in the late 21st Century, humans are seeking to colonise Mars. After much exploration they discover gas vents on the planet's surface and build 'exploiters' to convert the gas into energy. Everything seems fine until the ruins of an alien civilisation are uncovered. As the PR blurb says "The alien ruins would have been one of the largest scientific discoveries of the century, had it not been overshadowed by the appearance of the aliens themselves..." Cue Holst's 'Mars: God of War' as the fighting begins.



**Some kind of weird alien stuff going on here. Hmmm.**



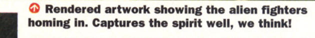
**An Earth exploiter, mining gas. Little do they know...**







**An alien base under attack from puny Earthlings. Those intestines are actually factories!**



**Rendered artwork showing the alien fighters homing in. Captures the spirit well, we think!**





**The side control panel is stylish and easy to use. However, this is just a pre-production version. Supposedly, the final one looks even better.**

## INTERSTELLAR VISUALS!

What really makes *Dark Colony* stand out from the crowd is its awesome graphics. An amazing amount of detail has been spent on the 3D-rendered models that appear on the encyclopedia screens. What's impressive though, is that these same models are also used for the in-game sprites. Excellent lighting effects have also been employed, resulting in some spectacular explosions when the lasers start flying. Even the shadows look cool, matching the contours of any building they fall on. There's also some superb animation as troops splatter, dissolve and rot in sprays of gore. And for a final touch, the terrain has actually been mapped out from NASA's maps of the Martian landscapes. Although, the cucumber vegetation has probably been added for flair.







**Awesome explosions, excellent rendered sprites and NASA map-based terrains. Hooargh!**

## GAS POWER!

As with *Command & Conquer*, *Dark Colony*'s gameplay is a mix of combat strategy and *Sim City* style management. You can't send your big army into battle until you've built it. And the only way to do that is by constructing a base. To start with, you have to tap into the gas pockets on Mars. Once this energy is being mined, you can construct your war factories. Energy can now be spent making troops, tanks, ships, whatever. The big difference between *C&C* and *Dark Colony* is the nature of this resource management. Once you've constructed your base, you can't make any more buildings. Instead, you just concentrate on increasing your forces and advancing their weaponry. This makes the game much faster-paced and more battle-oriented!









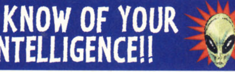




## A MARS A DAY!

*Dark Colony* features a in-game clock that changes between day and night throughout each game. This is more than just a visual touch though. The Grays are better-suited to fighting at night, while the humans have the advantage during the day. Your attack strategies have to be planned accordingly and you have to keep your eye on the clock too. Just when the humans are winning, day can turn into night and suddenly Grays crawl out of hiding to turn the fight around!





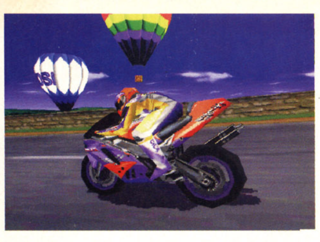
## WE KNOW OF YOUR INTELLIGENCE!!

Although, the terrain looks pretty similar in these shots, the final version of *Dark Colony* promises to have 45 to 50 different missions taking place across deserts, jungles and even underground! How these single-player battles turn out, depends largely on the enemy AI. Gametek's programmers have spent a lot of time on this aspect. The opposing force sends out scouts observing your strengths and weaknesses. They then build units to attack accordingly, sending them along the best tactical routes and making use of the terrain. The computer plays fair too. Any troops they haven't uncovered, they don't attack! If all this artificial intelligence still doesn't appeal, you can always link up against eight other human opponents!

## MARS ATTACKS!

***Dark Colony should be ready for review in our next issue. And we're hoping for an alien butt-kicking game to match the brilliance of Command & Conquer. If the gameplay matches up to the awesome sound and visuals, Martian battles are gonna get a lot more popular around here!***





80% COMPLETE

PC CD ROM

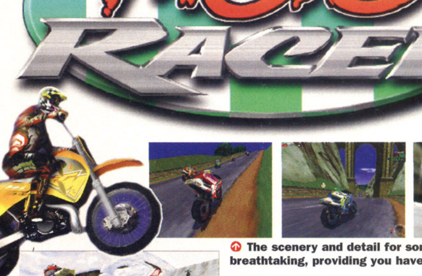
RACING SIM | BY DELPHINE | MAY RELEASE | 1-8 PLAYERS

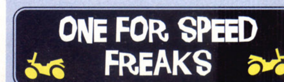
- PRICE £TBC
- NO OTHER VERSION AVAILABLE
- PLAYSTATION VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EA TEL 01753 549442

# Moto Racer

**Delphine Software International come out of their hibernation and show their newest product.**

**When French developers Delphine Software created *Another World*, they were quite rightly acclaimed as Grade-A programmers. One of the all-time great games then followed that, namely *Flashback*, which was so ahead of it's time it was almost frightening. Their last high profile release was *Fade To Black* which again highlighted the fact that when it comes to PC programming, they are definitely not to be ignored. Which is why we approached their forthcoming motorbike racer with a certain amount of excitement. Although this a complete departure from what you may call 'Delphine's style of games' namely arcade adventures, you can't help feeling it has the same highly polished graphical feel they work under. The question is, can they keep the playability too?**





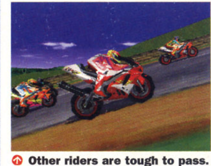
The scenery and detail for some of the courses is breathtaking, providing you have a powerful PC.

## GRATUITOUS SNOW LEVEL!

Once you begin the game, only four tracks can be raced through. To gain access to the rest of the courses (there are nine in total) you have to complete these four first. But that isn't as plain sailing as you may think. The Speed Bay and West Way circuits aren't that tricky once you get the hang of your bike, and they are really for the straight forward races. High on excitement, low on reflexes. Choose Dirt Arena or Snow Ride, and you get a completely different kettle of fish. For a start you switch from Speed Bikes to Motorcross, and once you see the tracks you'll see why. Jumps, hills, slopes and 90° turns that would have been otherwise impossible are now negotiable with the skid bikes, and their improved handling capabilities. Blimey!







Other riders are tough to pass.





Hugging corners saves time.

## ONE FOR SPEED FREAKS

As mentioned elsewhere, there are two different styles of bikes you race with. You don't have control over which to ride though, as they relate to specific tracks. Having said that, you can choose between eight variations of the bikes, depending on your own personal tastes. It is wise to pick the bike that has good speed and acceleration, and good grip. The brakes get used less and less during the game as you become accustomed to the routes, so a bike that specialises in that area is not really necessary.





## INSIDE AND OUT

Racing in just one view is no longer acceptable nowadays, and the same can be said with *Moto Racer*. It doesn't go quite as overboard with the camera angles against something like *Interstate '76*, but it does give you a couple of variations. You can play just behind the entire bike so you see all of the rider as well as any competitors who are alongside you. A cockpit style view is also selectable with only the small protective visor on the front of the bike on screen. You can also look behind you, to see those trying overtake – but you always end up crashing!



## CRUISIN' DOWN THE HIGHWAY!

**EA are hoping that this will become their next Road Rash, and we should have the finished article in in time for next month's issue. Stay tuned.**



TWIX A BREAK FROM THE NORM
NORM
NOW EVEN BIGGER
TWIX









CORRIDOR | BY LOBOTOMY | SUMMER RELEASE | 1-2 PLAYERS

- PC CD-ROM VERSION AVAILABLE
- NINTENDO 64 VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 996 4620

# Duke Nukem is the one man who can save the world from the evil aliens. And his game is the one which can compete with and maybe even beat the all-powerful *Quake*!




**Had anyone suggested *Duke Nukem 3D* on the Saturn or PlayStation a year ago, we'd have just laughed at the idea – the consoles just weren't looking capable of high-speed complex corridor games. Then Lobotomy Software appeared on the scene with an unheard-of game called *Exhumed*. Not only did it show just how brilliant this style of game could be, it also had one of the best game engines yet seen, running with loads of detail at very high speeds. As you can imagine, console fans wanting their own version of *Duke Nukem 3D* rejoiced at the fantastic news that Lobotomy were converting it to the Saturn! Hooray!**

## YOU SUCK!



As far as we know, *Duke Nukem 3D* on the Saturn is going to be compatible with the console's internet system, the Sega NetLink. At the moment there are no plans to release the NetLink in the UK, but Saturn owners in America and Japan will be able to play DukeMatches (one-on-one battles to the death) against friends on the other side of the country! Hopefully *Duke 3D* will work with the direct connect cable which is also yet to be released in the UK. This would mean that you and a friend could link machines together and experience the best thing about *Duke Nukem 3D* – DukeMatches! *Duke 3D* is also brilliant fun in cooperative mode, where players must work together to get through the game.





**The pistol has to be reloaded very frequently.**



## DAMN, YOU'RE UGLY!

Many people thought that *Exhumed* on the Saturn used the *Duke Nukem 3D* level engine known as BUILD, but instead it used one specially created by Lobotomy Software for the game. Known as SlaveDriver, it can do everything that BUILD can do, letting the designers create fantastically detailed levels with special effects, levels on top of levels, moving sections, and still keep it moving at a very high frame rate. Another big advantage SlaveDriver has over BUILD is that it can produce real-time coloured lighting effects without slowing the action down. Thankfully, Lobotomy are using this fantastic game engine as their basis for Saturn *Duke 3D* so that the game can look just like the PC version, run at a frame rate comparable to a Pentium, plus it can have all of the dynamic lighting! What this means is that projectiles light up the walls and floor around them, guns cause coloured flashes, and the scenery lighting is more realistic overall than it was on the PC!





**The shrink ray lights the area up with a lovely green glow. Very nice indeed.**



**When the aliens shoot, their laser guns cause a bright flare.**

## I'M GONNA RIP OFF YOUR HEAD AND...

With the Saturn version of *Duke 3D* at such an early stage in development, there aren't very many enemies programmed in so far. There are the LARD cops armed with shotguns who dive down on the floor and shoot while lying down, as well as few varieties of aliens. Some have jetpacks which let them fly around the levels shooting from above, others can teleport behind you, while the standard troopers just have small lasers. As the enemies are all flat sprites, they get a bit blocky when close up but keep the speed of the game very high at all times. And just wait until you see the size of some of the bosses!



Most of the aliens don't take too many hits to kill, but getting surrounded can still be nasty.



Shoot the LARD cops (hilarious pun or what?) and they drop their shotguns for you.



The high-speed machine gun called the Ripper is one of the more useful weapons. It gets through loads of ammo though!

The Devastator causes enemies to explode in a shower of ribs, blood and eyeballs! Just what the kids want!

## YOU BOTTOM BEATING, SCUM SUCKING ALGAE EATER!

At the moment, Saturn *Duke 3D* doesn't have all of the weapons in place, and those which have been programmed can be found lying around the one level which is currently working properly. The weapons range from the usual pistol and shotgun, through to the RPG (rocket launcher), and onto some more interesting weapons. The shrink ray reduces enemies so that they're small enough to tread on, the laser trip-bombs can be attached to walls so that anyone breaking the laser beam will be blown up, and the freeze gun turns enemies into blocks of ice waiting to be kicked to bits! Of course, the Saturn version will have all of these when it's finished, plus there's the possibility of the extra weapons from the excellent *Plutonium Pack* being included (like the Expander Ray gun!).




The RPG creates excellent lighting.



That's the alien shrunk! Step on him!







## HA HA HA! WASTED!

At this early stage, only the main game engine has been developed with just the first level – Hollywood Holocaust – working properly. It still doesn't have all of the items, features and enemies of the finished game, but gives a clear indication of how well it's going to convert onto the Saturn. *Duke Nukem 3D* is well known for having brilliant level design, with lots of variation between the different stages. Many of the levels are set in cities, with lots of bits of scenery to fiddle with. For example, the first level is set in and around a cinema so it's possible to get into the projection room and start up the movie! The second stage has a 'dirty magazine' shop and nightclub, with a building to demolish! Later on in the game, Duke goes into an infested base in space then back to Earth for the climax, working through such cool areas as an underground train station (with working train between platforms) and a movie set!





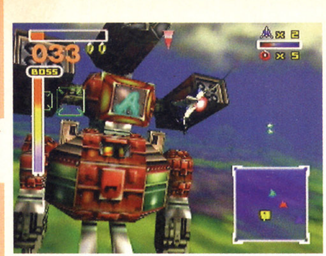





Kick the stinking alien in the face until his head pops, then steal his ammunition!

### NEXT MONTH: HMMM. PAYBACK TIME!

**There's still a lot of work to be done on *Duke Nukem 3D*, with the rest of the levels to convert and some touching up on the overall game. But do not fear, *Duke Nukem 3D* on the Saturn is going to be fantastic! The PlayStation version is supposed to be on its way, and is being developed by Eurocom. More soon!**












1-4 PLAYERS

- PRICE STBC
- NO OTHER VERSIONS AVAILABLE
- BRILLIANT SUPER NES VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY THE GAMES TEL 01703 653 377

Buckle up space cadets, and get ready for launch – of *StarFox 64* in Japan! This first N64 game to use the Jolt Pack is due here in August.

# STARFOX 64

**We already know how N64 games can give the look of something incredibly real. Glancing over the shots of *StarFox 64* here, you have to agree that the futuristic universe really comes alive. With the aid of the new Jolt Pack accessory, the experience ought to feel real too. This is something CVG will have full experience of by the time you're reading this. So, a full hands-on report is planned for the July issue. Meantime here are some more tasty details.**



## WHOLE NEW WORLDS

As with the original *StarFox*, the stunning new locations in *StarFox 64* are themed as planets. There are eight such worlds which comprise the Lairat Star Cluster. Lost among them is an asteroid field, so there's every possibility of secret warps similar to those in the Super NES game (shoot the asteroid with the face, remember?). Also out there are three strange gas nebulas – a blue X-shaped one, a green Y-shaped one, and a red Z-shaped one. It's not certain what kind of threat these will pose to the Arwing craft.

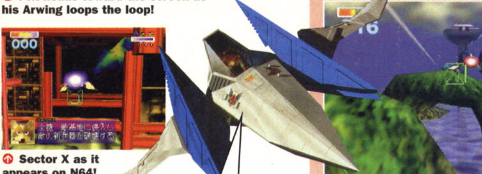
### PLANET CORNELIA

Revisit the familiar surroundings of this planet not unlike our own. Lush greenery and stretches of water. Some cool enemies could lurk under the surface...

### SECTOR X

In the original *StarFox* adventure Sector X was just a bunch of elongated cuboids floating about. It was scary at the time. Now look at it – awesome!

Fox heads toward the screen as his Arwing loops the loop!



Sector X as it appears on N64!

Everyone here is just dying for the opportunity to fly under that rock!



Almost sure to find that this enclosure rotates around Fox's Arwing here.






Looks to us like this is the new fly-by sequence after victory. Let's go Slippy!






SPECTACULAR 64-BIT SCI-FI SHOOT 'EM UP!









Jumping Beagles! It's the view from inside the cockpit!



# TALK FOXY TO ME

*StarFox* on the Super NES has a nice little feature where Fox's wing-men 'speak' to him during missions – a window appears on the bottom of the screen, featuring the portrait of a character and a line of text. A garbled sound effect accompanies the message representing their voice. In the 64-bit update these crude exchanges have been replaced by over 600 recorded messages. Not only do Star Fox and his closes pals talk to each other, but newcomers Kuraibal and Star Wolf chip in too.



Look forward to hearing the voices of the two new characters – Kuraibal, and Star Wolf! Wonder what role they play?

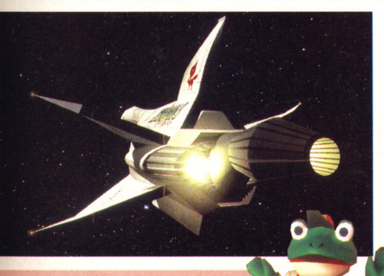


At some points it's possible for hero Fox McCloud to converse with his wing-men at will. Just press the Right C-button.



Falco buzzes Fox's frequency to offer advice in a tight spot.





# BUMP AND GRIND

As you may already know from reading CVG, the Jolt Pack is an accessory which fits inside the N64 controller to make it vibrate. It slots right in where the memory pack usually goes. Though we have no exact details, Nintendo have revealed that there are at least three types of reaction to expect:

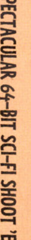


Bomb Detonation – a fairly long shake whose force depends on the distance between you and the explosion.



Direct Damage – Short but violent. Players will most likely feel the effects of this when Fox crashes into something!







# PLANET TITANIA

Here's where players get to experience the Artank. Titania is nothing more than a barren desert world, where giant enemy craft emerge from the dust.



Using the shoulder buttons the Artank can roll from side to side.

Booster – weak, but lasts as long as you continue to use you booster. This should really enhance the thrill of speed!



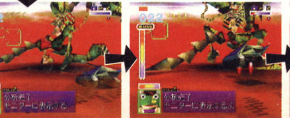




Four players go crazy in Battle Mode. Imagine flying between the cross-fire of three opponents. Wow!









# TO CATCH A FOX

There's a good chance CVG will stop making sense very soon – we'll all be playing *StarFox 64* too much to care!!! Don't worry, everything should return to normal once we've completed the whole thing. Oh happy days!

STAR FOX IS PAUL AND JAIME'S FAVOURITE I WILL NOT LET THEM DOWN!










CRIMEWAR | BY BULLFROG | MAY RELEASE | 1-4 PLAYER

- PRICE £TBA
- PC-CD VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY BULLFROG TEL 01483 579399

**Syndicate Wars is a game that £1000+ PC owners are rightly proud of. Now £129 PlayStation owners can be proud of it too!**

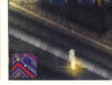
# SYNDICATE THE CORPORATE WARS

**When *Syndicate Wars* came out on PC, it was a hit! Bullfrog's hugely-awaited follow-up to *Syndicate*, it gave you the chance to control a powerful gangland organisation of the future – with horrifying alien weaponry at your disposal!! But, sci-fi angle aside, the game perfectly captured the mobster feel, right down to its calculatingly violent gameplay. With amazingly polished graphics and an impressive depth of gameplay only possible with a keyboard, *Syndicate Wars* was the perfect showcase for your state-of-the-art PC – if you owned one. If you didn't, tough! Until now. Bullfrog have nearly completed the PlayStation conversion. You'd think compromises must have been made, but in fact they've actually improved on the original!**



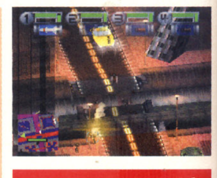


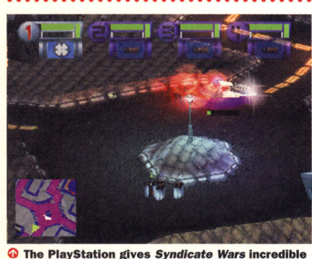




## DEMOLISH EVERYTHING!

Although *Syndicate Wars* is viewed from an isometric angle, everything is 3D generated. This is for two reasons – one, you can rotate the camera around at 360 degrees, and two, everything can be destroyed! Cars, street lamps, trees, even giant skyscrapers. This was one of the main concerns with the conversion. Most PC games of this type always seem slow or juddery on console. Not so in this case though, PlayStation *Syndicate Wars* runs totally smoothly and incredibly fast. What's more, the graphics have actually been improved. There's new transparency effects, where you can now see through buildings when your agents are behind them. Improved lighting effects (notably with explosions), larger sprites and even the video walls (streaming videos of real movies off CD) have more colour.





**The PlayStation gives *Syndicate Wars* incredible new lighting effects, such as on this police car!**





**More detailed building destructions (left) and transparent buildings now exist (right).**

## GAIN CONTROL!

Aside from the graphics, the other uncertain area of this conversion was going to be the control system. However, the PlayStation pad proves amazingly functional and versatile for *Syndicate Wars*, thanks to all-new on-screen indicators. Running around blasting at everything, while switching weapons for each agent, and flipping the screen around. It's all incredibly instinctive. Bullfrog have scaled down some aspects of the PC version – stuff like researching for new technologies – but they admit that some of these features slowed the game down anyway. The PlayStation version is much more action-oriented. And to back this up, the game is compatible with the steering wheel (for driving stolen vehicles) and the Negcon!



**You can take control of all kinds of vehicles in the game.**



**Some of the vehicles are simply huge. Look at this ship!**



## A CUTTHROAT BUSINESS

In *Syndicate Wars* you can control one of two sides – the Eurocorp and the Church Of The New Epoch. Although using different means, both have the same goal – to take control of the World! Controlling your group of agents, each level has different mission goals from assassination and destroying vital buildings to rescuing captured agents. As the game progresses a plot gradually evolves, leading to an epic finalé which puts the future of Earth in the balance. What's more, playing either side gives you a different perspective of the unfolding events.

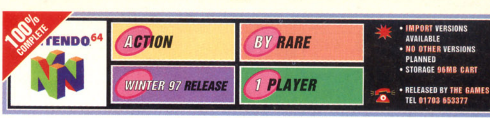


**Video screens play real footage. Look, Elvis!**

## SUN SYNDICATES!

**PS *Syndicate Wars* looks like being an incredible conversion. And it's just the kind of involving game the PlayStation needs. We hope to review this potential smash-hit next month!**




# Destroying buildings takes a lot more skill than you'd think, especially when you've got an out-of-control nuke to worry about!




**So far most of the games on the Nintendo 64 have been enhanced and upgraded versions of old Super Nintendo games, so it's nice to have a new idea for a change. *Blast Corps* (or *Blast Dozer* in Japan) has a simple objective to complete – get an out-of-control truck carrying a nuclear reactor through the towns safely. To do this you have control of a massive selection of vehicles which let you destroy buildings which happen to be in the way or work out alternate ways of saving the towns! On top of this race against time, Rare have added an enormous number of bonuses to search for if you think you're up to the challenge!**








## HELLO JOHN, GOT A NEW MOTAH?

On the main map screen you get to see which vehicles are available in each level. Often you'll only need to use one of them to finish the stage while the others are there to help you find all of the secrets hidden around. Many of the bonus stages let you choose which vehicle you want to use, though you can only pick from those which you've discovered hidden in other levels.

### RAM DOZER

Drives straight through buildings!

### SKY FALL




Turbo off ramps and fall onto buildings!

### MINI VAN



Just like the A-Team! It's fast and powerful as well.

### BACKLASH

Hold R and powerslide the back end into buildings!

### RACING CAR



Goes the same speed off-road as on!

### THUNDER FIST



Rolls along the floor then dragon punches upwards!

### BALLISTA




Collect and fire missiles with the R button!

### HOTROD



Very fast and almost uncontrollable!

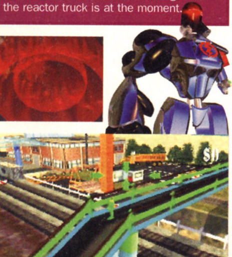
### CYCLONE SUIT



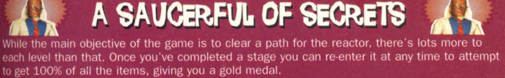
A small suit which cartwheels and jumps onto buildings!

## BLAST CORPS BLIMEY!

*Blast Corps* has some fantastic graphics, with lots of detail, loads of explosions and none of the nasty pop-up or fogging which we've come to expect. Each building explodes brilliantly, and all of the vehicles look absolutely fantastic! The yellow camera buttons can be used to rotate the view and to zoom in and out, with a special overhead camera showing where the reactor truck is at the moment.



Look at all the detail in the levels!

# A SAUCERFUL OF SECRETS

While the main objective of the game is to clear a path for the reactor, there's lots more to each level than that. Once you've completed a stage you can re-enter it at any time to attempt to get 100% of all the items, giving you a gold medal.



### RDUS
Each level has 100 of these small lights on the floor which light up as you drive over them. Light every one for a bonus.

### EXTRA LEVELS
Touch these transmitters to open up more bonus stages on the map. They are normally fairly well hidden.

### BUILDINGS
Smash down every building in the level to get another bonus. Some are very hard to reach.

### SURVIVORS
Smash down all the buildings to find the survivors. Your helicopter airlifts them to safety.

Find all of my fwends and it's time for lift off! Hooway!

### SCIENTISTS
There are six scientists in the whole game, and they're all very well hidden. Discover all of them and they create... something amazing for you! We don't want to ruin the surprise, but rest assured that there's a lot more to the game than you may think!

PRESS START



After finishing the game, you get time attack mode!


The replays are often viewed from the reactor!


Here, the J-Bomb must land on targets in a volcano!

# HOW DO I DO THAT?

As an example of the way a typical *Blast Corps* level works, we'll take a look at Crystal Village.




**1. From the start of the level, drive the train at high speeds to the end of the track. Notice the reactor driving on the road below!**

**2. Jump out of the train at the platform and get in Skyfall, then drive as quickly as possible under the track and down to the road level.**




**3. Before the reactor hits the first buildings you need to turbo through the ditches so that you land on and destroy all of the buildings in the way!**

**4. Once all of the buildings are out of the way, quickly park Skyfall out of the way and get in the Ramdozer!**

You better shift yo sucka ass or I'm gonna kill you, fool!




**5. Now you need to push four big concrete blocks to fill the holes in the road so that the reactor doesn't explode! Quickly!**

**6. If you do all of that in time the reactor will reach the end safely. Now you can go back around the level trying to find the A-Team van!**

### J-BOMB

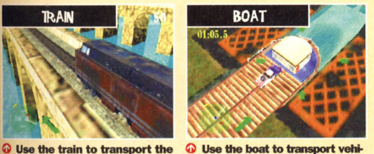
An amazing flying robot which drops onto buildings from above!

### SIDE SWIPE

Press R to bash the panels out to the side!

### TRAIN

Use the train to transport the other vehicles around the level.

### BOAT

Use the boat to transport vehicles and cross the waterways.

### POLICE CAR

Like the racing car, this can go through some secret walls.

### PLATFORM CRANE

Use the platform crane to lift vehicles to hard-to-reach areas.

# FREE! BONUS LEVELS!

Every time you open up a new level or bonus stage it shows up on the map screen as another circle. Large ones are proper game levels with the reactor to be saved while the smaller ones are times trial bonus stages. You can see how well you've done on each one by the colour of the medal representing the level. You can travel back to any level you want at any time to try and find more hidden exits to fill the entire map.




## MORE BLAST CORPS!



There's still no definite UK release for *Blast Corps*, but we're hoping that it'll be out fairly soon. A Summer release is possible, so we'll cover it more when we get a British version of the game.



90% COMPLETE

PlayStation™

- R PG
- BY SQUARE
- DEC RELEASE
- 1 PLAYER

- PRICE £TBC
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 CD
- RELEASED BY SONY EUROPE TEL 0171 447 1600

**Discover why Squaresoft need three CDs to publish this game. You won't believe the wealth of content!**

# FINAL FANTASY VII™

**Hold your breath for another exciting update on the year's most eagerly awaited PlayStation game: Squaresoft's *Final Fantasy VII*. Obviously in the space of a month we're near to completing the game. Some of you who have been phoning regularly to share advice have beaten the final boss already. However the majority of UK players are still operating, quite understandably, on a please-don't-ruin-everything-for-me-so-soon basis. So we'll continue with our 'introductory' coverage of the game for this issue, highlighting some of the amazing features which make *Final Fantasy VII* so different and refreshing to most other PlayStation releases.**



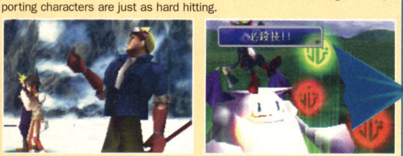
## WHERE HAVE YOU BEEN ALL MY LIFE?!

Time to introduce some cool new characters, and bring to light some important plot details. Turns out Sephiroth, Cloud's mentor, is manufactured – a fact Seph finds hard to deal with, so decimates his 'home' town of Nibulheim! That's only the start of Seph's reign of terror. Underlying everything is the mysterious Jenova Project – a process which uses the magical properties of the Materia gem stone to clone and mutate humans. Who you first expect Cloud to be, isn't quite what he actually is – and the revelation is a real shock. Meanwhile the subplots unveiled through the supporting characters are just as hard hitting.



**CID HIGHWIND**

Built himself a rocket ship to take him... somewhere high?! He's a skilled fighter with any variety of spear. We guess he's needed to pilot Highwind later on.




**CAIT SITH**

Bizarre feline set-up, where a giant cuddly fat-cat suit is piloted by an intelligent B&W puss sporting a megaphone. Cool casino-influenced magic attacks.



**YUFFIE KISARAGI**

Was once Cloud's girlfriend – before Aerith happened along. She's a lot of trouble to enlist and that's an understatement!!! Her weapon is a kind of boomerang.



**VINCENT**

Vincent uses firearms to pick off enemies from a safe distance. To find him players first need to crack the code on the safe in Sephiroth's mansion, then find his coffin!

## EXTREME ELEMENTALS



**This red dragon is the more powerful version of Bahamut, featured last month. A piece of land is ripped up to form a floating platform which is soon toasted!**



**This Leviathan featured in the FFVII demo disk, which came free with Tobal No.1 in Japan and the US. It is a water elemental which summons a huge tidal wave.**



**We showed you Ifrit last issue, but we managed to get a much better shot of this fire elemental this time around. Seen here transforming into a ball of flame!**



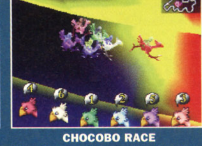
**Artists at Squaresoft portray the mythical phoenix with startling finesse. This ain't no jumped up chicken, it's a giant which erupts in flames and fills the sky!!!**

# 'DULL' AND 'BORING' TAKE A HIKE

Now this place makes Segaworld, and Namco Wonderpark look like old ladies' tea shops! The Gold Saucer is a giant amusement complex accessed via Rope Wire. First impressions are that this place is for fun only, but a number of important plot developments happen here. To have fun here is essential! Let's take a look at some of the attractions.



**GHOST HOUSE**
Think you can handle till assistants who drop down to serve you hanging by their neck?! Take a well earned rest here, or stock up on items for recovery in battle.




**CHOCOBO RACE**
Place bets on these colourful birds to win tokens for specialist attractions. Fun to watch. Even better to take part – which, incidentally, you can!

**WONDER SQUARE**
Play all the latest games, ranging from basketball to motorbike chases; arm wrestling and VR combat. Weirdest thing of all is a Feed the Mog video game.

**BATTLE ARENA**
Earn Battle Points to acquire powerful accessories by trashing the Saucer's prize nasties. A roulette confiscates Materia and other useful items between rounds.

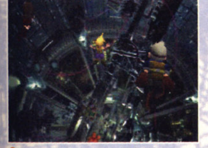


**SPEED COASTER**
This is a full, real-time Jet Coaster and you get to enjoy the ride! While you're at it, shoot miscellaneous objects from the sky for points!





**Just felt like pointing out the awesome detail of this relatively common enemy. The tentacle hanging from its eye has a mouth!**



**One of the coolest FMV sequences mid-way through the adventure is this sky diving episode into Midgar.**

# TRAVEL TIPS

**Some areas can only be found once the heroes have hijacked this submarine.**







**The airship Highwind, used to travel quickly over land and sea between continents.**



**Red's Howling Moon Limit Break. He leaps into the sky and goes berserk until the battle ends.**

# THIS ONE LOOKS BIG! HOLD ONTO YOUR PLAYSTATION!

Elemental showtime is assured to please the crowd around the TV. But you might also want to call a few witnesses to the advanced Limit Breaks – they're awesome too! As a character's status increases, the power of their Limit Break technique is boosted. We're not certain how high these go as yet, but we have Cloud up to Level Three. There are two dazzling LBs per Level per chara.



**LUNATIC HIGH (RED XVII: LVL 1**

Intoxicating fumes burst from Red XIII, driving everyone in the party berserk. Players lose control of the action as the party strike with increased regularity and speed.



**GRENADE (BARRETT: LVL 2)**

Looks like a small nuclear explosion, which is still pretty terrifying. Grenade creates a small nuclear explosion beneath the enemies. It causes lots of damage.



**METEOR RAIN (CLOUD: LVL 3)**

With a swirl of his blade Cloud creates a vortex around him, leaps high into the air, flashes like a bolt of lightning, then a hail of meteors rain down. BOOM! BOOM!



## IN DEPTH WITH FINAL FANTASY VII

**Negotiations are currently underway between CVG and Sony Europe to provide detailed background information on the production of *FFVII*. Chances are this may not reach fruition until after E3 (August edition), so we're holding out until that time before featuring *FFVII* again.**

# CHECKPOINT

The month's events and software releases at a glance. **May-June**

**The mid-way point of the magazine is where you find out when and where all the most exciting things are happening in the video gaming world. Welcome to the fantastic place that is Checkpoint!**

**There once was a time when summer was the 'dead' period for games. With everyone releasing their top titles at Christmas and Easter, there was never much around. It's all change this year though! A quick glance at the release schedule will reveal some of the greatest games of the year!**

*Duke Nukem 3D* on PlayStation and Saturn, *Micro Machines V3* on Saturn, *Doom 64*, *ISS Pro* on PlayStation and N64, PAL *Rage Racer* and *Fighters Megamix*, *Wipeout 2097* on PC (if you have powerful enough kit) *Mario Kart 64*, *Hexen 2*, (deeeep breath) PlayStation *Castlevania*, *X-Wing VS TIE Fighter*, and *Jedi Knight: Dark Forces 2*. All supposedly in the span if this month's issue. Of course, some of these release dates are bound to fall back, but even if they do they are still in major development. And they'll be joined by many other major upcoming releases at the June E3, which we'll definitely be at! Boy, what a boring dead period this is for games...

## E3 ATLANTA

**19-21st June**
**Georgia World Congress Center and Georgia Dome**

As far as the western world is concerned, this is the BIG video game event. The one where most of us get the chance to see the next hot games firsthand. The change from the usual Las Vegas surroundings to somewhat quieter Atlanta perhaps won't please many Games Industry slugs, but the software on display should. Among the stuff we're expecting (hoping) to see are *Quake* and *Duke Nukem 3D* on Saturn and N64, Saturn *Resident Evil*, Sonic Team's long-awaited Saturn *Sonic*, *Virtua Fighter 3* on Saturn, the new *Panzer Dragoon* game and, so rumour has it, Sega's new 64-bit console (shyeeeah). *Resident Evil 2* on PlayStation will hopefully be there, PlayStation *Time Crisis* (with six PS-only stages!) and perhaps Psygnosis' next big game (rumoured to be similar in style to *WipEout*). N64 *Zelda*, hell perhaps even 64DD *Zelda*. *Quake 2* may make a showing, perhaps Model 3 *Virtual On 2* will appear and, if last year's comments were anything to go by, M2 may finally surface. Plus many more unannounced surprises are guaranteed. We can't wait!





## WIN! WIN! WIN!

Another month, another chance to win some of the best upcoming gaming software courtesy of our pals at HMV! Thank 'em!

### POD

A mind-boggling PC race game, that is the first to make use of all the different graphics cards and is also planned to be a major on-line multiplayer game. Sounds like just the stuff our own freaky on-line addicted/graphics-accelerator obsessed Ed Lomas would be interested in. If you're interested in owning it too, you've got to prove you're his friend. Design Ed his own pod. They kind of vegetable thing he'd sleep in at night. What's it got in it? How does it open? We wanna know! Send entries to **NIGHT OF THE ED POD!**

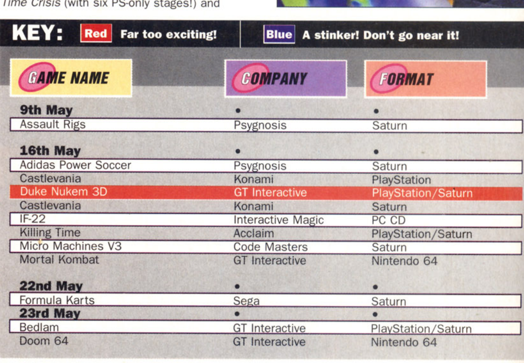
### SATURN BOMBERMAN

The *Bomberman* formula might be the same as it was five years ago, but it has been evolving. *Saturn Bomberman* is the latest and greatest step in that evolution. It allows TEN players to battle against each other at the same time! If you win the game, we want to see that you've evolved at the same pace. Draw (or photograph) yourself, demonstrating how you are the next evolutionary step-up from humans. Perhaps you have wheels or a telepathic probe, whatever.
Send to **KNEEL BEFORE ZOD COMPETITION**

### EXHUMED

In all honesty this is one of the best corridor games ever! Certainly it beats *Doom* and in one-player it's probably cleverer than basic *Quake*. Now top coders Lobotomy have wheeled out the PlayStation version, with added features. If you fancy getting hold of this game (trust us, you do) we want you to show you're a fan of corridor games. Tell us the rules to a good game we could play in a corridor. It can be any corridor mind – an underwater one, one with closing walls. C'mon!
Send to – **CORRIDOR DEATHTRAP FOOTBALL!**

**SEND ENTRIES TO:**
**CHECKPOINT #187 FREEBIES,**
**COMPUTER AND VIDEO GAMES,**
**37-39 MILLHARBOUR, THE ISLE OF DOGS,**
**LONDON, E14 9TZ**



**KEY:** **Red** Far too exciting! **Blue** A stinker! Don't go near it!

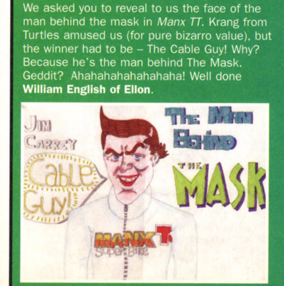
| GAME NAME | COMPANY | FORMAT |
|---|---|---|
| **9th May** | • | • |
| Assault Rigs | Psygnosis | Saturn |
| **16th May** | • | • |
| Adidas Power Soccer | Psygnosis | Saturn |
| Castlevania | Konami | PlayStation |
| Duke Nukem 3D | GT Interactive | PlayStation/Saturn |
| Castlevania | Konami | Saturn |
| IF-22 | Interactive Magic | PC CD |
| Killing Time | Acclaim | PlayStation/Saturn |
| Micro Machines V3 | Code Masters | Saturn |
| Mortal Kombat | GT Interactive | Nintendo 64 |
| **22nd May** | • | • |
| Formula Karts | Sega | Saturn |
| **23rd May** | • | • |
| Bedlam | GT Interactive | PlayStation/Saturn |
| Doom 64 | GT Interactive | Nintendo 64 |

## WINNERS! WINNERS! WINNERS!

**Here are the winners of issue #185's competition.**

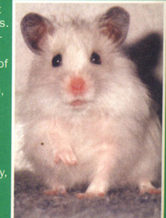
### MANX TT SUPERBIKE

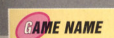
We asked you to reveal to us the face of the man behind the mask in *Manx TT*. Krang from Turtles amused us (for pure bizarro value), but the winner had to be – The Cable Guy! Why? Because he's the man behind The Mask. Geddit? Ahahahahahahahaha! Well done **William English of Ellon**.




### WAVE RACER

Lord above, Ed created these crap competitions you know. Send in a photo of how you greet your mates. Some sort of pun on *Wave*, we believe.
Anyway, we got only two entries. A really gibbonish one from Ben Lavender of Harrow Weald (embarrassing), and this amusing one. It's **Stuart Turner from Gloucester's** hamster, Snowy, lifting its right paw in fellow greetings. It's lovely, sniff.








| GAME NAME | COMPANY | FORMAT |
|---|---|---|
| ISS Pro | Konami | PlayStation/N64 |
| NBA Hangtime | GT Interactive | PlayStation/Saturn/N64 |
| Krazy Ivan | Psygnosis | Saturn |
| War Gods | GT Interactive | PlayStation/Saturn/N64 |
| **29th May** | • | • |
| Carmageddon | SCi | PC CD-ROM |
| **30th May** | • | • |
| Battlesport | Acclaim | PlayStation/Saturn |
| X-Wing Vs TIE Fighter | Virgin Interactive | PC CD-ROM |
| Rage Racer | Namco | PlayStation |
| **May (no set release date)** | • | • |
| Actua Golf | Gremlin | PC CD-ROM (MMX D3D) |
| Ecstatica 2 | Psygnosis | Win 95 PC-CD |
| Actua Soccer Club Edition | Gremlin | PC CD-ROM |
| F-16 Fighting Falcon | Digital Interactive | PC CD-ROM |
| Heart Of Darkness | Virgin Interactive | PC CD-ROM |
| Independence Day | EA | PC CD-ROM |
| Lands Of Lore 2 | Virgin Interactive | PC CD-ROM |
| NHL Breakaway '96 | Acclaim | PlayStation/Saturn |
| Rattle Snake Red | Acclaim | PlayStation |
| Rivan Myst | Broderbund | PC CD-ROM |
| Star Trek Generations | Microprose | PC CD-ROM |
| Wipeout 2097 | Psygnosis | PC CD-ROM |
| X-COM | Microprose | PC CD-ROM |
| **5th June** | | |
| Fighters Megamix | Sega | Saturn |
| **6th June** | | |
| Mario Kart 64 | Nintendo | N64 |
| **12th June** | | |
| Sky Target | Sega | Saturn |
| **13th June** | | |
| Actua Tennis | Gremlin | PlayStation |
| ClayFighters | InterPlay | PlayStation/N64 |
| Grand Theft Auto' | BMG Interactive | PlayStation/ Saturn |
| **20th June** | | |
| Bubble Bobble | Virgin Interactive | PlayStation |
| **27th June** | | |
| X2 | Ocean | Saturn |
| **June ( no set rel●ase)** | | |
| 1943 European Air War | Microprose | PC CD-ROM |
| Battletech MechCommander | Microprose | PC CD-ROM |
| Dark Reign | Activision | PC CD-ROM |
| Falcon 4.0 | Microprose | Win 95 CD-ROM |
| Hexen 2 | Activision | Win 95 CD-ROM |
| Jedi Knight Dark Forces 2 | Virgin Interactive | PC CD-ROM |
| Star Trek Generations | Microprose | PC CD-ROM |
| Star Trek Klingons | Microprose | PC CD-ROM |
| Star Trek Star Fleet Academy | Virgin Interactive | PC CD-ROM |
| **9th July** | | |
| Total Heaven | Europress | PC CD-ROM |
| **11th July** | | |
| NHL Open Ice | Ocean | N64 |
| Quake | Gt Interactive | PlayStation |
| **July ( no set release)** | | |
| Manx TT | Psygnosis | PC CD-ROM, MMX 3DFX |
| Monster TrucKs | Psygnosis | PC CD-ROM |

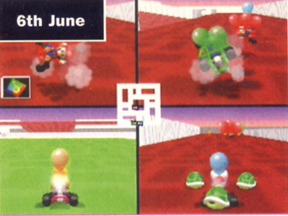
## ISS PRO



Create your fantasy footy team out of game characters (yawn). Dhalsim in goal. Haha. Dhalsim in goal. Ha. Dhalsim in goal. Hmm. Mind you, there were some funny ones . "Lara Croft in 11 positions... mmmm". But the best had to **Luke Froment from South-End**'s. Silly Putty in goal, Haggar from *Final Fight* as a forward, bloke from *Doom* as a defender, Kuhnert (some *ISS* guy) as a left winger, and Shaggy from Scooby Doo as right wing. Not funny until you read that he's from the Speccy game.

## X- WING VS TIE FIGHTER

Which two games would you like to see battling against each other? Many, many boring entries, including *Rage Racer vs Tekken* and *Destruction Derby 2 vs Twisted Metal 2*. However, we liked **Philip Carisi (we think) of Chesham**'s entry. *Worms VS Mortal Kombat Trilogy*, cos Hunter hates them both. It was beautifully illustrated with a tiny sketch in red biro, and we liked his cryptic comment: "It is just me or is April Freeplay shinyer." (?)



Mario Kart 64: Excellent 4-player battle modes!



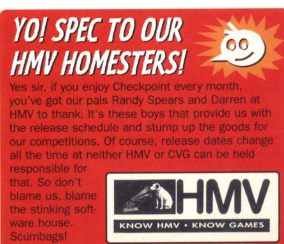
Fighters Megamix: Completely brilliant!



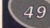
ISS Pro: The best PlayStation football game!



X-Wing Vs TIE Fighter: You can be in Star Wars!









# FREE 55-GAME KEYRING!

## IF YOU SUBSCRIBE TO CVG NOW!!



It's the hot craze about to take the UK by storm – LCD keyring toys! And together with the Tamagochi digital pets, the hottest miniature game has to be the fantastic 55-In-One keyring!

**The name says it all – 55 excellent variations of four classic games – all on a gadget no bigger than a PlayStation memory card!**
The ultimate in miniature gaming style! And thanks to our friends at Fire International we're giving our most faithful readers the chance to be one of the first members of the cool gaming elite. Subscribe NOW to CVG and you'll get a 55-In-One keyring completely free!!

### TETRIS!
An awesome version of the block-dropping puzzle game, that matches any we've played on any system! Worth it for this alone!

### TURBO!
A high-speed race game as you accelerate your sports car up the screen, steering out of the way of oncoming barriers!

### GALAXIA!
A minature shoot 'em up frenzy, as you blast away attacking aliens with your laser base!

### SNAKE!
Guide the hungry snake toward the power pills without hitting the sides. But watch out, the more it eats the longer it grows!

## SUBSCRIBE TO THE GREATEST GAMING MAGAZINE IN THE WORLD!

As well as receiving the awesome 55-In-One game keyring, let's not forget when you subscribe you're guaranteeing yourself priority delivery of the longest-running and most essential games magazine around! In Computer and Video Games you'll find the latest videogame news from around the world, all the hottest first looks at new software, the most extensive reviews with the most authorative opinions, and all the new gaming tips. Plus – we're having fun and it shows! All that, every month, on your doorstep before the issue even hits the shelves!

**I wish to sub scribe to CVG and I enclose a cheque/postal order, International Money order or Mastercard/Visa payment made payable to Emap Images Ltd for £....................**

Mastercard / Visa no:........................................
Expires:........................................
Signature:........................................
Date:........................................
Postcode:........................................
Telephone:........................................

Annual Subscription Rates:

| | | |
|---|---|---|
| UK 12 months | £30 | Offer Code: B1G |
| Airmail Europe | £41 | Signed: ........................ |
| Airmail Zones 1&2 | £64 | |

(parent or guardian's signature if under 18 yrs)
Source Code: IB1Y

From time to time EMAP IMAGES may send you information that could be of interest to you. Tick here if you do not wish to receive such information. ❑

Name:........................................
Address:........................................

All subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect to receive the first available issue after that.




Full money back guarantee of unmailed issues if you are not satisfied.

FREE 55-GAME KEYRING

SUBSCRIPTIONS



# computer and video games

# NEXT MONTH




STARFOX 64, BODY HARVEST 64, PRE-E3 SHOW ROUND-UP, TEKKEN 3 MOVES UPDATE, JEDI KNIGHT: DARK FORCES 2, CONSOLE QUAKE, RESIDENT EVIL 2, LASTBRONX, ZELDA 64.

## ISSUE No. 188 OUT ON JUNE 11TH





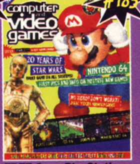
# BACK ISSUES!

















"Blagger's Guide to Video Games" pull-out, *Virtual On* players guide, *Star Gladiator* players guide, *NBA Jam Extreme* secrets, *Star Wars: SOTE*, *Rage Racer*, *Fighters Megamix*.

Pull-out *Tomb Raider* and *Tobal No.1* guides, complete guide to the Nintendo 64 UK launch games. *Tekken 3* feature, *Turok: Dinosaur Hunter* review, *Time Crisis* and *Soul Edge*.

**FREE Sony PlayStation video.** Every great Star Wars game ever made. Previews of *Blast Corps*, *Doom 64*, and *ISS 64* on N64. Part one of our *Soul Blade* player guide. *Final Fantasy VII* feature.

**FREE Exhumed poster!** Massive AOU arcade show report, in-depth *Soul Blade* review and second part of our guide, *Dead Or Alive* moves list, *Duke Nukem 3D*, loads of RPGs.

**Remember the good old days of CVG?**

**01858 435350**

**Relive your childhood by buying a back issue!**








**Dear Newsagent,**
**Please save the life of a dedicated *Computer and Video Games* magazine reader by reserving a copy for me. If I miss an issue my life just won't be worth living. Thanks.**

NAME ..................................................

ADDRESS ..................................................

..................................................

SIGNED ..................................................

DATE ..................................................

computer and video games

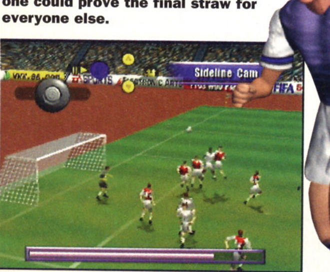
NINTENDO 64




Even though *FIFA '97* was slated in almost every magazine going, you lot still made it the best selling game of Christmas. Will you listen to us this time? PLEASE!!!

# FIFA 64

**Think back to the days when *FIFA* was in its prime. The Mega Drive and SNES versions of *FIFA '95* had just hit the shelves, and was widely regarded as the greatest football game for a very long time, maybe ever. Since then, however, *Worldwide Soccer* has stolen the crown from the Sega half, and *ISS* will steal the Sony market in the Summer. All that is left for EA to grasp onto is the Nintendo sector, but with *ISS* threatening to do similar wonders there, it looks as though EA are about to slip into the mire. Sure they can point to phenomenal sales figures for just about every version, but many of us have already lost faith in *FIFA*. This one could prove the final straw for everyone else.**



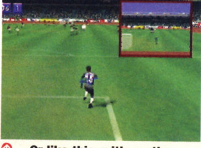

**Scoring from corners and free kicks with headers has been made slightly easier. Yeah, great.**

## A VIEW WITHIN A VIEW

Something which has been added to this version of *FIFA* is the Picture In a Picture camera. Switch this on, and a small TV screen appears in the top right hand corner, showing the action from a different perspective. The view inside this window can be changed to any of the normal game camera angles, giving you the opportunity to see what is going on elsewhere on the pitch. You can also switch it to a Radar, to give you a complete look at the pitch. Anyone who is just watching a game may find it useful, but it obscures so much of the playing arena that the main game is spoilt. And to top it all off, with PIP on, the game speed slows by about a third!



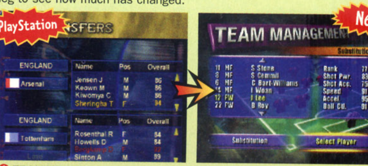
**The Picture in Picture can be switched to a radar, so you can see all of the pitch and players...**



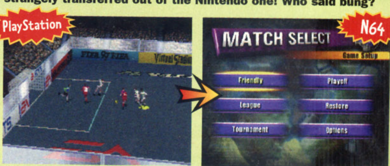
**...Or like this, with another camera in the corner. The action is so small though, it's pointless.**

## IT'S A BETTER MACHINE, BUT...

Just because a game is on N64, doesn't automatically guarantee it being an instant hit. Far from it. And in the case of *FIFA*, it's miles from it. So we dug out the PlayStation version that props up our wonky table leg to see how much has changed.




**TRANSFERS**
**PlayStation *FIFA* allowed you to keep up-to-date with all the latest player swaps, by trading between teams. Now it's been strangely transferred out of the Nintendo one! Who said bung?**




**INDOOR MODE**
**The five-a-side version of the real thing, where the ball never leaves the arena. And in the N64 version, it'll never leave any pitch because it isn't there! Any Malaysian businessmen here?**




**MORE TEAMS**
**Even though you never used any of them, the PS *FIFA* had all the top teams from 15 countries for you to play as. N64 has a paltry six countries, and they left out Scotland in favour of America!**



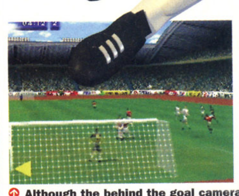


## THE NET IS MADE OF RUBBER

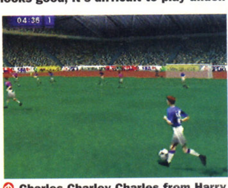
The first time you pick up *FIFA* and play with a mate it'll rather inevitably end up in a 0-0 draw. Sudden Death extra time then beckons in which the first person to score wins, before moving onto the penalty shoot outs. These have slightly changed compared to the *FIFA '97* versions, with a slightly more isometric view being used. And, when you try to miss, you always end up scoring so that becomes a lot easier too. By the way, check out the net bulging when you score. Maybe it's a new ruling that UEFA have bought in this season, but we don't ever remember the nets having to be made of rubber?

## MOTTY, VICAR?

You would have thought that EA couldn't fit the numerous quotes and anecdotes from the previous incarnations, but the three amigos of football commentary are back for the cartridge version. Des "Join me" Lynam, John "Sheepskin wearing waffler" Motson and Andy "Och aye" Gray return to offer their unique services. But having said that, in over three hours worth of playing, we've only heard Mr Gray say one phrase. Yeah, cheers Andy, we know he's got "lovely skill."



Although the behind the goal camera looks good, it's difficult to play under.





Charles Charley Charles from Harry Enfield and the superglue foot gag!




The replay mode lets you switch the camera angle and zoom in and out as you please.

## ANYTHING ELSE WORTH MENTIONING?

There is a new camera view especially for *FIFA 64*, and it is called the FIFA 64 cam! We couldn't really work out where it was positioned, but it seemed to be somewhere in between the sideline cam and ball cam. Needless to say it's not much use at all. The only other thing that may please you is that all of the player names are as up-to-date as could be. Every transfer which took place about three weeks before its release will have been included.



The people run like they are doing a dance to the birdy song.



Will it go in, or won't it. Frankly, do we really care? No.

## COMMENT

**This is the most confusing and annoying football game I've played in a long time. EA's sports titles have really fallen from their pedestal in recent years, and this game will go down in history as an indicator to how far they fell. Everything about FIFA 64 is poor, with very jerky animation and horrible motion blur whenever the camera pans. Completing passes seems more of a lottery than skill, with players having the crazy habit of back heeling rather than going forward. How FIFA 64 got through quality control is bewildering. A complete shambles for EA, while no doubt Konami are jumping for joy on the touch line.**

ALEX HUHTALA

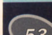
## REVIEWER

**EA pull their FIFA '97 trick by releasing this before any reviews get printed in the games mags. People get hit by a blitz of marketing and rush out and buy it. So this is for the benefit of all the people who are waiting: DON'T BOTHER. FIFA '97 is just a compete bodge job from start to finish. Your passes are far too unreliable, the animation is terrible, the frame rate is jerky, and the controls are too fiddly. Basically it plays like your Sunday morning pub team, with the fat bloke in goal. And why, whenever you go to take a shot does the forward take a step back to start the animation, thus giving the defenders enough time to make a cup of tea and watch Match of the Day before making a tackle? Rubbish.**

STEVE KEY




*FIFA has sunk to a new low. Quite how an unplayable version like this managed to get through the playtesting stage is beyond us, let alone get a release. Cack.*






# Help! After the debacle that was *FIFA*, we need something to regenerate our footballing faith. Can *ISS 64* save us before it's too late?

**International Superstar Soccer 64**

**While the battle for footballing supremacy in the Premiership draws towards its exciting climax, the war to rule the Nintendo 64 as kings of soccer is hotting up. For *ISS 64*, read Manchester United or Liverpool. For *FIFA 64* read Darlington or Barnet. Actually, that's too much of an insult to the latter to teams! *ISS 64* represents a major headache for other programming teams, mostly because it'll take a superhuman effort to get near to the supreme playability it holds. On top of that, the British version has been improved over the Japanese original, meaning it plays better than ever!**

High Five! Highest CVG Recommendation









## CAN ANYONE SMELL EDAM?

Having trouble scoring is not a problem you'll have playing *ISS*. Having said that, there are really cheesy goals that you can do nothing about, and are usually slipped in during a panic attack in the last few seconds of the match. Ladies and Gentlemen, we present the smelliest thing to come out of Millharbour since Tom's shoes – The CVG Great Hall of Cheese!

### THE KEY STILTON

This wouldn't be considered cheesy if Steve didn't say "I always score these," every time he takes one. Using the cross button, you aim for just outside the six yard box, with 3/4 power. Then put the header back across the area for a guaranteed goal.





### THE HUHTALA GORGONZOLA

Not quite as illegal as the Stilton, but just as potent nevertheless. Alex picks up the ball, and heads toward the opposition's area. Avoiding the lunging tackles, he reaches the corner of the six yard box and shoots through the goalie into the net.




### THE LOMAS KRAFT SLICE

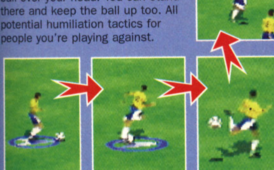
When the Ed first did this it was a good goal. Now it's just cheesy. Ed bursts into the penalty box and runs across the face of goal, drawing out the keeper. He then back-heels it to a player standing behind him who taps a first-time shot into an empty net.





## SHOW US YER SKILLS

The animation for *ISS* is amazing. There are so many tricks and touches that you would only expect to see on a real football pitch, right here on your TV screen. Little things like players looking into the box before they cross the ball to see who is waiting. Also players stagger about after being shoulder barged away from the ball. If you tap run as you're just about to control a pass, the player jumps over it, or does a sly dummy to confuse the opposition. You can also pull off an Ossy Flick (originated by Ossy Ardiles), where you flick the ball over your head. You can stand there and keep the ball up too. All potential humiliation tactics for people you're playing against.







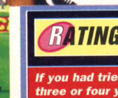
This celebration was first performed by Romario and Co. in the last World Cup.




The net bulges under the force of the shot.







The end picture proves they never did catch the sniper who shot JFK!

## ISS 64: BACK IN TRAINING

Scoring cheesy goals is one thing, but hitting the back of the net with a scorching 25 yard free kick thunderbolt is well worth practising for respect value. This is where the training mode comes in especially handy. There are three situations you can practice under, of which 'Free Training' is the simplest. There's just you, and all 11 of your team mates and that's it. Free Kick and Corner Kick Training speak for themselves. The ball is placed on set points around the area, and you have to decide whether to shoot, cross one over, or do a little tap to the side for on-rushing players. As soon as you score, or the opposition defenders get the ball, the game is stopped and a new set piece begins.

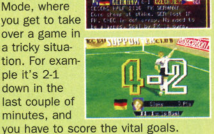






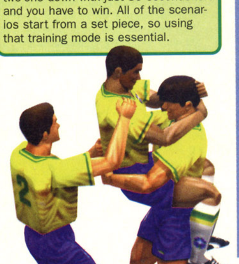



## EURO '96 REVISITED



One of the highlights of *ISS 64* is Scenario Mode, where you get to take over a game in a tricky situation. For example it's 2-1 down in the last couple of minutes, and you have to score the vital goals. Scenario Mode gives a set of 16 set matches, and each is given a difficulty rating of one to six, with six being the hardest. The situations you're placed in, range from being one-nil down in the championship final with over two minutes left (the easiest), to being two-one down with just 30 seconds left and you have to win. All of the scenarios start from a set piece, so using that training mode is essential.



## REVIEWER

**Over the years, football games have spent more hours sitting in my CD drive or cartridge slot than any other type of game. Now *ISS* has come along I can comfortably say it has provided me with the most fun. *ISS* may not look much from a static image, but wait until you see it moving. Top notch animation coupled with intelligent AI and realistic game situations make *ISS 64* the most convincing soccer game I've ever seen. The satisfaction I got from scoring the most spectacular goals was immense, and seeing my crosses sailing into the box to be met by an incoming attacker and ending up in the back of the net is something else. It's that old cliché: Once you pick *ISS* up it's so easy to get into, yet so difficult to put down. Family get-togethers will never, ever be the same in any football loving household again.** STEVE KEY

## RATING




***If you had tried to imagine the perfect football game three or four years ago, ISS 64 is exactly what you would have come up with. Absolutely awesome!***







The second of possibly Sony's two biggest titles of the year finally gets its British launch! And it hits the road with its foot flat to the floor!




# RAGE RACER

Although *Rage Racer* is the third in the series of Namco racing titles, you should not be confused into thinking that this is just another mindless sequel. Far from it. It's possibly the fastest, most exhilarating racing game yet for Sony's grey box of tricks. It was released in Japan towards the end of November last year, but unfortunately, has only just seen the light of day over here. One of the reasons for this delay is due to the name. Namco decided to be ultra-careful and check with all the other software houses that they didn't mind the game being called *Rage Racer*, and everybody bar Konami said OK. The reason for Konami's strange refusal is down to their own racing game *Road Rage*, and that the names are too similar. Namco also had similar trouble with *Soul Edge* (hence the new name *Soul Blade*). But whatever name *Rage Racer* arrives under, you can expect a quality title when it's released here in June.










## FROM THE DEPTHS OF HELL

Once you've progressed through all of the tracks and reached the infamous sixth class, a whole new set of cars become available...three actually. These cars have no grade, probably because they are too good, and look the business! This class is also significantly harder because there are only five cars – including you – competing, and it takes at least half a lap before you've even caught one of them up.

### AGE VICTOIRE

It's the only automatic transmission vehicle out of the three, and yet still appears to be the best. It has supreme handling, and once you manage to work it up to top speed, your lap times come tumbling down. You need the Dragone for the Oval though, because this is far too slow.






### LIZARD TEMPESTE

Despite the resemblances to a hearse on steroids, this is one strong muther of a motor. It has the best acceleration of any car in the game, but a poor top speed means it should only be bought if you own all the other cars, and you want to try and be clever. Like Ed.







### ASSOLUTO DRAGONE

Referred to in these circles as the Devil Car, this is the vehicle that you should be aiming for. It is only really effective on the Extreme Oval circuit due to its very poor handling, but when you get it up to full speed...










## NO SLIDING ALLOWED

The power-slide is something that confuses people in a game like this. You see the computer-controlled cars doing it perfectly, and then when you try to copy it, barriers and roadside obstacles come into contact with your bonnet. So let us give you some advice – don't bother trying to master it. Always keep your finger pressed onto the accelerator and just hit the brake when needed. It'll slow you down sufficiently to breeze through corners, and it means your revs are still high enough to enable you to pull away from the corners quicker than someone doing a power slide.













If you are braking as you go around this corner, the contact you make with the barrier is not registered as you were slowing down anyway. That gives you the chance to take the corner in third or fourth gear with high revs resulting in a perfect pull away.







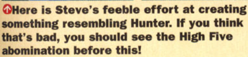


## HUNTER COMES TO RAGE RACER!

Customising your own car is something that features heavily in this game. Not only do you have the ability to change the colour of both the main body of the car and the line colour to a choice of 15 preset colours (with more available via a cheat) but you can also alter the team name and logo. The team name appears in the banner that runs along the top of the car, and your logo pops up on the bonnet of the motor you're currently driving. Also keep an eye out as you drive along the road for signs that bear your masterpiece as well.







Here is Steve's feeble effort at creating something resembling Hunter. If you think that's bad, you should see the High Five abomination before this!




And here we have Ed's creation. It's the two statues from the Division Bell Pink Floyd album. "And they're exactly symmetrical", he beams proudly. Sad.

RANK 10/12 RECORD TIME LIMIT 9'15"

## B SIDES, FREE RIDES AND FLIP SIDES

Something that has become almost a tradition in racing games these days is the mirror mode, your reward for completing the first five classes in *Rage Racer*. Now while some games may just flip the circuits so that you take a left turn instead of a right, Rage Racer tries to offer something a little different – you actually race the track from the finish back round to the start. This effectively gives you three more tracks to compete on (the Extreme Oval course isn't affected that much). Complete these five mirrored classes and then you'll move onto the sixth, and toughest class.

RANK 08/12 RECORD TIME LIMIT 9'20"



## REVIEWER

**I have to confess that I never played the original *Ridge Racer* and I was only introduced to the titles through *Revolution*. Even that didn't grab me in any way. But *Rage Racer* is a completely different kettle of fish. It does start at an unusually slow pace though, with the first car piddling along at a feeble speed. Because of this a few doubts crept into my mind, but once you've cleared the first class, and got some of the faster cars, you really notice how this game motors along. It's also graphically stunning and the soundtrack has some awesome tunes which will have you nodding your head in approval as you cruise along the courses. This is so much of an improvement on the *RRR*, it's almost frightening. Oh, one last tip, buy yourself a crash helmet, so when your brains explode, they don't make a mess on the sofa.**

STEVE KEY

**RATING** HIGH FIVE!

***They just keep getting better and better. Namco produce another storming title that is guaranteed to blow you away. Awesome.***

RAGE RACER

REVIEW

| NINTENDO 64 | JET-SKI RACING | BY NINTENDO |
|---|---|---|
| | JUNE RELEASE | 1-2 PLAYERS |

- PRICE £54.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 64 MEG CART
- RELEASED BY THE GAMES TEL 01703 653 377

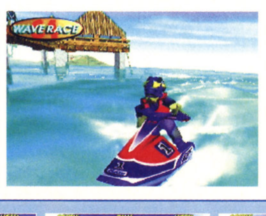
## The first race game to arrive on N64 dares to be different. Now UK N64 owners have the chance to enjoy all the thrills of Jet-Ski racing, in their own homes!




When we first reported on this game it was stated that racing games have been getting more and more diverse. True to our words, racing games are definitely treading uncharted waters at the moment with all manner of experiments going on. So who was it that started that shift? No one can doubt that *Wave Race*, in the home at least, brought its own element of change. When the Saturn and PlayStation were launched, both had a major arcade racer conversion as one of their big release games. Not so Nintendo, *Wave Race 64* is true original!

## SWIMMING WITH SHARKS

In *Wave Race*, the water is the best we've ever seen in a game, boasting accurate physical properties which brilliantly convey the effect of buoyancy. Plus different wind conditions, which affect the waters. So you can experience riding your craft through a range of turbulence, from calm still waters, all the way to choppy rough water. This is more than just a graphical trick too – it's an essential part of the gameplay. Learn to master the timing of leaning in and out of breaking waves, jumping off the huge ones, or simply ploughing straight into them! Like we said, the best we've seen – almost real!











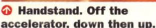




## DO THE FUNKY PENGUIN!

Those who tire of all the racing malarkey, can do just the opposite. Enter an all-new challenge where you score points for just messing around. Well not exactly without purpose. Make use of the specially laid-out hoops and ramps to perform tricks!





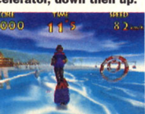
Handstand. Off the accelerator, down then up.



Loop. Tap forward then pull back on the stick.



Twist. Off a jump tap left then hard right.



Standing. Counter clockwise 360˚ then press up.



Backwards. Clockwise 360˚ then press down.







Submarine. Get huge air then DIVE!

Split-screen thrills ahoy. More multiplayer Nintendo joy.



Important tip: remember to stay on board your jet-ski!

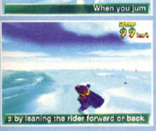
# ON MY ISLAND IN THE SUN

There are nine locations to test your racing skill, each presenting an ever increasing challenge. Also there are three difficulty levels, should you get competent enough. Place first in the Normal, Hard and Expert classes and you're treated to a Reverse mode!

## DOLPHIN PARK

When playing in Championship mode this course is offered as a warming up opportunity. In Time Attack or Stunt Mode the course takes on a whole new meaning. The most basic location, but also one of the prettiest.


When you jum


p by leaning the rider forward or back.

## SANDY BEACH

Here's where the Championship begins proper. A simple oval-shaped circuit, two long straights, and two sharp corners. On all the courses the object is to go to the left of yellow buoys and right of the red.





## SUNSET BAY

So called because of the beautiful sunset, which offers dramatic lighting for the race. The waves break across the run of the circuit, and there's a huge jump off a ramp. Ride the crest of the wave to gain extra speed!





## MILKY LAKE

The water here is completely still, but there's a lot of mist to make visibility tricky. The buoys are placed pretty deviously around the course, with the remains of a wooden jetty to negotiate.

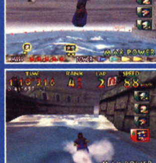




## MARINE FORTRESS

Race around the fortress in some very choppy waters. An early trick to learn is using the wave to jump the stone jetty that blocks the first corner. At Hard and Expert levels, a lock gate opens to let riders through a twisty shortcut.





## PORT PIRATE

Takes place around a very rusty moored oil tanker, with very choppy water. In Hard and Expert classes riders are led through a very tight tunnel that passes through the harbour itself.





## CASTLE CITY

Hard and Expert class only. Castle City is always raced after dark, and neon lights shine from beneath the buoys so everything looks extremely pretty. Light reflects off the waves, even as they change shape all the time, cool!





## COOL WAVE

Expert class only. A real struggle to stay on the Ski, with icebergs presenting huge obstacles. The trick is to control your sliding across the 'bergs, leaning into corners at the last moment. There are also giant ice-balls to contend with.






## SOUTHERN ISLAND

The final course! Set around the island, but with the tide going out, each circuit is different. A shipwreck is submerged on the first lap, but on the second you have to jump over it! A very sneaky course.





Each subsequent ring racks up the points.





## COMMENT

*Wave Race 64* is a totally new experience. Even if you've played jet-ski games in the arcade, the thrill on offer here is much better. Waves are bigger, more varied, and closer to the real thing. Using the wave formations to your advantage requires a lot of skill. One shortcut involves ducking beneath the water, which is almost too incredible to appreciate! Detail only suffers slightly in two-player races, and the racing tactics remain the same. Only the most intense players will go crazy with the score attack, but everyone should love the Championship. It's a pity there aren't more courses, but the dolphin cheat is a cool bonus. I say definitely buy it – you're mad not to!

PAUL DAVIES

## REVIEWER

When playing this game, get somebody to splash water over you occasionally, and the effect of racing around on jet-skis will be complete. The water and those waves all look so real. When it comes to the game itself, well that's pretty good too. Making full use of the N64's analogue stick the control over your ski is incredibly precise, allowing you to take corners at lots of different angles, looking for a way to shave those vital seconds off a lap time. All the levels are beautifully realised, with amazing lighting and sound effects. A great game, just a shame that it all ends so soon.

ALEX HUHTALA



A unique home racing experience. The novelty wears off after time, but the long-term challenge is there through score attacks and versus races.

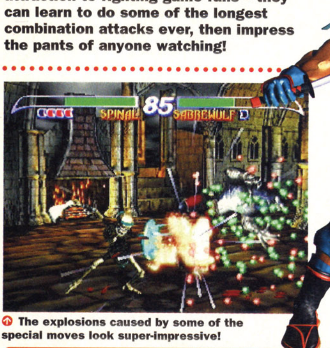



| | | | |
|---|---|---|---|
| NINTENDO64 | FIGHTING | BY RARE | • PRICE £59.99 • IMPORT VERSIONS AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 96MB CART • RELEASED BY THE GAMES TEL 0171 368 2255 |
| | MAY RELEASE | 1-2 PLAYERS | |

# Do you have a memory which can hold the secret sequence of button presses to perform a 90-hit combo? Test yourself!

# KILLER INSTINCT GOLD

**K*iller Instinct Gold* was released in Japan and America soon after the Nintendo 64 itself, and is basically an upgraded version of the arcade game *Killer Instinct 2*. There are ten fighters plus Gargos the final boss, each with the usual selection of special moves and different abilities, as well as the ability to link enormous strings of moves together! This is *KI Gold*'s biggest attraction to fighting game fans – they can learn to do some of the longest combination attacks ever, then impress the pants of anyone watching!**



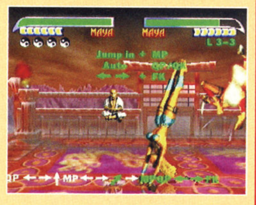

The explosions caused by some of the special moves look super-impressive!




Jago's bridge stage has this excellent- looking temple on the cliff edge. His end sequence is set near it!

## PAINT THE FENCE, PAINT THE FENCE

As *Killer Instinct Gold* is a complex fighting game with lots of emphasis on understanding and mastering the combo system, a lot of practice is needed in order to get good. Thankfully, *Killer Instinct Gold* has a brilliant training mode which takes you from understanding the basic combo ideas (jumping attacks, auto-doubles, linkers, enders, etc) right up to testing you to copy the combos and moves of a computer version of yourself. If the training mode is completed on the highest difficulty setting with a completely perfect score, you get known as Grand Master for that character and gain an extra two costumes for them!










## INSTINCTIVE KILLERS

*Killer Instinct Gold* is basically the same as the arcade version of *Killer Instinct 2*, with all of the same characters. Unfortunately, a few characters from the first *Killer Instinct* are missing – Chief Thunder, Riptor, Cindel and Eyedol – with three new fighters to replace them. Maya, Kim Wu and Tusk are playable from the start, whereas the new boss character – Gargos – can only be controlled with the use of a cheat code.

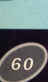












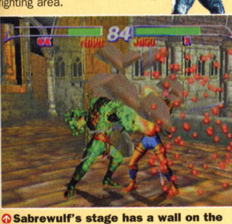
## ARCADE-PERFECT? ARCADE-SHMERFECT!

*Killer Instinct 2* in the arcade looked mostly the same as *Killer Instinct Gold*, only the backgrounds weren't truly 3D. Instead they cleverly scrolled left and right behind the fighters to look as though they were models. *Killer Instinct Gold*, however, uses the Nintendo 64 's hardware to create very smooth real-time 3D backgrounds which move around as the fight goes on, revealing what the area looks like from all angles. Most of the stages have some part of scenery which can be knocked by the fighters normally just for effect, but sometimes to move scenery to extend the fighting area.

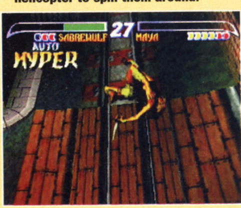





**On Orchid's stage you can knock enemies into the blades of the helicopter to spin them around!**




**Sabrewulf's stage has a wall on the right which can be destroyed to let you through to the balcony!**

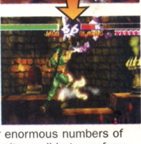



**TJ Combo's new stage has a train going past every now and then. It's possible to hit enemies onto the track!**

## DUH... SO WHAT WAS AN AUTO-DOUBLE AGAIN?

*Killer Instinct Gold* isn't one of the most beginner-friendly games ever, with knowledge of the complex combo system being necessary to have much of a chance. The controls are the same as *Street Fighter 2*'s – three punch buttons (light, medium and hard) and three kick buttons with the directional cross-key or 3D stick to move, jump and block. Most special moves can be used to start combos, with a quick tap of the right button during the move to do an auto-double. This extra attack button depends on the power of the original special move, but will add an extra two hits onto the end of a move. As these two hits connect, performing a special move at the right power will work as a linker to keep the combo going. You can then auto-double from this special move and go into a finisher. These moves, when done after an auto-double will come out as combination attacks to end the sequence. If you think that's complicated, it gets for difficult from then on as you try to work out moves and ways to keep combos going for enormous numbers of hits – *Killer Instinct Gold* makes it possible to perform 90-hit combos for each character!




## NOT FOR THE SQUEAMISH!

As with *Mortal Kombat*, there's quite a lot of blood in *Killer Instinct* as well as death moves to finish your opponents in all sorts of fancy ways. Each character has one death move which is performed as a combo finisher and another which is more like a powered-up special attack to end the fight. These moves can only be done when your opponent is almost out of the fight already and their energy bar is flashing red.






## REVIEWER

***Killer Instinct* games have a big following of fans who love learning and mastering the combos and death moves. To them, *KI Gold* is perfect – a brilliant conversion of the arcade game with excellent new features to give them even more to learn. While the animation of the fighters has been cut down, the graphics are still very good, with smooth 3D scenery and great special effects. The speech and sound effects aren't brilliant but the music is – excellent title music and decent background tunes really fit the style of the game. The training mode is the best new feature, giving players a challenge to beat and giving them the perfect place to learn all of the moves and combos (and they do take a lot of learning!). *KI Gold* certainly isn't for those who aren't keen on fighting games, as it requires lots of patience to get anywhere with it, and won't appeal to many fans of the style as the fights don't flow as well as, say *SF Alpha 2* or *Virtua Fighter 2*. Arcade *KI* players should buy themselves an N64 for this, while everyone else should ask themselves whether they want a super-fast memory test.**

ED LOMAS








***A brilliant conversion of the arcade game, but it still requires a lot more effort than most people are willing to bother with.***






MORE QUAKE!! | BY ROGUE | APR RELEASE | 1-8 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY ACTIVISION TEL 0181 742 9400

# So you've beaten *Quake* eh? And the *Mission Pack* too? Fool, you cannot kill what does not live! *Quake* returns with an all-new Mission Pack. You will accept it!




**When *Quake* first came out, there was no disputing it was an excellent game. One of the best made. But what made it even better was the promise of things to come. *Quake*'s super-customisable qualities made it the most upgradeable game ever. Before the finished version was even released, home-made patches were appearing on the net – new weapons, enemies, and levels – most of them excellent. Better still, multiplayer deathmatches have taken on a new lease of life thanks to all-new battle modes. And the evolution of the game continues. Two issues back we reviewed the first *Quake Mission Pack*, an expansion disk that pushed *Quake* to even greater levels of one-player brilliance, such that it scored a High Five! Now comes *Mission Pack 2: Dissolution of Eternity*. More levels, more new enemies and more weaponry. More *Quake*...**

## TWICE THE TERROR!

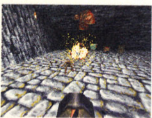
*Dissolution of Eternity* is split into two episodes. Once past the customary difficulty select room, you can enter two doorways. One leads to Hell's Fortress, which is just that – a castle surrounded by a moat and built above a hive of devilish catacombs. The second is The Corridors of Time. These levels switch between medieval castles, Greek temple designs and Egyptian sculpture. Luverly, but they're all still filled with grotesque monstrosities.





## POWER UUUP!

Not so much totally new weapons, but power-ups for your old ones. Lava nails with armour-piercing capabilities, multi-grenades and multi-rockets increase your attack range, and plasma cells boost your thunderbolt. They all help step up the action and nothing is more satisfying than hearing your nail-gun hiss after releasing a stream of hot pins!





**The multi-grenades hit the floor and scatter bomb! See that tub of lava nails?**

**When a plasma blast hits the wall, it channels into all nearby enemies!**

## DEATHMATCH DELIGHTS

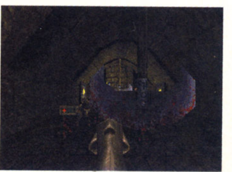
The multi-player mode now has a few extra treats too. Nothing we haven't seen on the internet, but good if you haven't got them. Capture the Flag and Three Team battles for example. Random Power-Up Respawning prevents people lingering around the Quad and (our fave) the grappling hook is here!





## SATAN'S NEW ABORTIONS!

More new monsters await in *Mission Pack 2*. You can now face electric eels, statues which come to life (and make you jump out of your skin cos you know it's going to happen!), floating Wraths and phantom swordsmen. New hazards have also been included. Multi-directional lightning shooters, buzz saws, pendulum scythes and even earthquakes.



**Dodging between these swinging blades can be nerve-wracking. The slicing sound is pretty unpleasant!**



## REVIEWER

**For me *Quake* really is the best game I've played. Internet *QuakeWorld* and matches against 'The Master'* keep me forever hooked on the game's multiplayer appeal, but if you want to enjoy the brilliant single-player atmosphere, these mission packs are essential. *Pack 2*'s levels are again ingeniously constructed – they're extremely tense and the continuous action is really full-on! It's more challenging than the previous pack and proves tough even at normal skill. There's loads of hidden things to find too, making you really appreciate the excellent level layouts. The episodes are perhaps not themed as well as in the first pack. It seems less like a full adventure and more like another gripping chase through QuakeLand, but it's a great chase. Likewise, the weapons, while not very inventive, certainly up the pace. I would say *Mission Pack 2* isn't as good as *Pack 1*, but it's still everything that makes *Quake* the greatest. Basically, if you have a PC and love *Quake* you should already have the first *Mission Pack* and get this one too!**

PAUL DAVIES

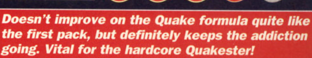
## RATING











***Doesn't improve on the Quake formula quite like the first pack, but definitely keeps the addiction going. Vital for the hardcore Quakester!***

*Regular CVG readers should know who The Master is by now!

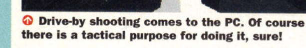





## 1976 and vigilante Americans roamed the USA in their automobiles. Well, what else was there to do before Star Wars and the height of disco?




**You can rely on the PC to do things differently. Until the launch of MMX there was no way that the PC could emulate the consoles arcade titles, especially driving games. So what do they do? Well, it seems Activision have changed the rules slightly. Setting their game in the American Southwest means not much in the roadside objects department – because it's all desert. Plus they've given this game a theme and a story. Disguising the fact that this is just driving and shooting, there's all sorts of bells and whistles on top, and you know what? It works!**



**Drive-by shooting comes to the PC. Of course there is a tactical purpose for doing it, sure!**

## YOU ARE THE KNIGHT RIDER!

The story of *Interstate '76* is quite simple – payback. You are Groove Champion, auto vigilante. Your sister Jade has been murdered by respected businessman Antonio Malochio. Now it's up to you and Jade's lover Taurus to find out why. 1976 is a time of tricked-out muscle cars armed with all manner of gadgets and weapons. A '72 Picard Piranha is your ride. Ordered never to leave your car, it's your job to roam the streets finding the criminals, each criminal you stop bringing you closer to Mr Big!

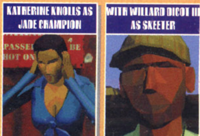
EVERETT MANN AS GROOVE CHAMPION



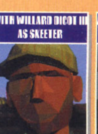
JAMES W. STYLES AS TAURUS



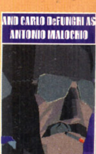
KATHERINE KNOLLS AS JADE CHAMPION



WITH WILLARD DICOT III AS SKEETER



AND CARLO DeFUNGHI AS ANTONIO MALOCHIO



## COOLEST CUTSCENES

*Interstate '76* knows how to tell a good story. It does this with the aid of some of the best cinematic cut scenes around. Utilising stunning motion capture, polygonised characters and the voice-talent of actors, this is like watching a movie (well, if you squint). Best of all is the attention to detail in these scenes, capturing the feel of the era the game is set in – when Taurus leaves a diner he doesn't walk across the screen, he performs a motion-captured strut! Our heroes come complete with some pimpin' fashions. Set the action to an original funk soundtrack and the overall effect is complete.

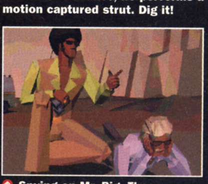




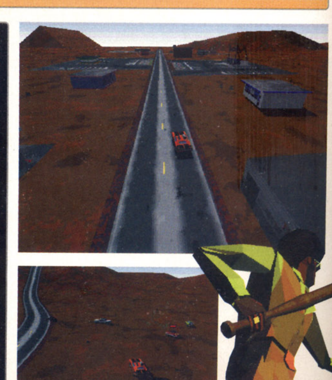




**Taurus doesn't walk across the lot with his shakes, he performs a motion captured strut. Dig it!**



**Spying on Mr. Big. These scenes don't just look great – there's also a mighty fine story.**

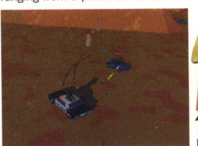


**Four other cars enter the action. Who's riding shotgun?**

JUST THE GOOD OL' BOYS, NEVER MEANING NO HARM. JUST RIDIN' THE SYSTEM LIKE A MODERN DAY ROBIN HOOD.

## TAKING IT TO THE MAN!

Activision claim that all the vehicles in *I'76* behave realistically, and we believe them. All the cars skid and jump with collisions based on vehicle physics. Accelerate around sharp corners and you feel the car lose control. Apply the emergency brake while you're travelling at top speed and you leave some huge skidmarks! It's also possible to flip and roll the cars, but if you do it's game over, because in the process you'll have wrecked your ride. By entering the melee – a mode of play similar to *Twisted Metal*'s tournament mode – you're able to choose from 30 different vehicles, ranging from a police car to a school bus.






**This Smokey is armed with a a heavy duty gun turret. Major!**

## SUPERBAD AND SUPER TOUGH

Your '72 Picard Piranha has undergone some special modifications by Skeeter, your trusty mechanic. Armed with forward and rear-facing 30 calibre machine guns, plus missiles and oil to slick your opponents path. All these weapons are upgradable throughout the game by salvaging parts from defeated enemies! Plus you can make improvements to every other mechanical part of the car. The wheels, suspension, brakes and of course engine. The final components are Specials. These improve specific parts of the car to your advantage. You start the game with a stucto bumper which reduces damage taken to your car from ramming. Later on it's possible to obtain nitrous oxide to give your speed turbo boosts. The final addition is nothing less than heated seats! Tasty.



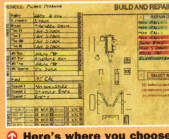





**After each 'scene' you get the chance to salvage the wrecks for parts.**



**A special training mode jeep is a sitting duck for the rocket launcher.**




**Here's where you choose which parts go where on the chassis. Hmmm, oil!**



**Singing 'Row, row, row your boat' resembles the scene in Dirty Harry with the school Bus!**

## REVIEWER

**I've been looking forward to this for quite some time, from the first peek at early screenshots months ago, right up to the moment before we received the finished game. My first fears of it being a *Roadblasters* clone were quickly dashed, there's a lot more to this game than simply blasting other cars. Essentially that's all there is, but it's disguised by some perfect presentation and story telling. Some of the best features are only discovered by playing, not watching. Driving to where the action is may seem boring to most, but I feel it adds lots. Breaking up the combat element and giving you a feel for the surroundings. The original soundtrack gets you completely in the mood, although Groove looks like he might have preferred some vintage Kiss or Aerosmith, funk being better suited to Taurus. The only gripe I have is that you're going to need a monster PC to play this. Recommended is a P90 or higher, but we're playing it on a P200 and things are still a little jerky. Of course turning down detail and resolution alleviates this, but that's not why you own a P200 is it! Better presentation than that other 'cinematic' experience *Tomb Raider*, *Interstate '76* is one bad ass mutha of a game. Right on!**

ALEX HUHTALA



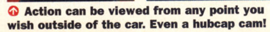
**That donut stand is about to blow. those cops better get out fast!**




HEY HOMES, YOUR PIRANHA IS NO MATCH FOR MY LOW RIDER. WHERE'S MY FRAMPTON EIGHT TRACK MAN?







**Action can be viewed from any point you wish outside of the car. Even a hubcap cam!**

### RATING

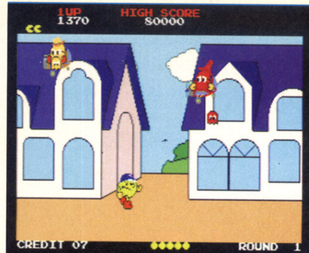


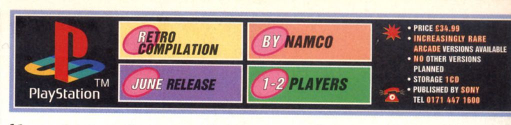






***Amazing presentation and a top quality soundtrack get you really in the mood. Plus a very good game, but only if you own a monster PC!***




Here it is, the penultimate volume in the Namco museum series. Boasting the mighty *Pac-Land* and *Ordyne*, could it be the best instalment yet?

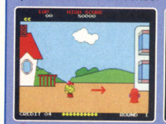
# namco® museum VOL. 4

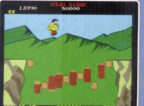
**Volume four, and the end of the Namco lesson in arcade heritage is almost over. Along the way we've been witness to the revolutionary, the classics, the dated, and the bad. Yes we've had some fun down this road, but have also been burned. For every *Pac-Man* or *Galaga* we had to endure a *Dragon Buster* or *Tower of Druaga*. We know Namco like to show off their past, and present the museum series for completists, but maybe some of these games would have been better left behind? But enough of our ramblings! Without further ado, for your delectation and enjoyment... here's volume FOUR!**

© Namco

## PAC-LAND (1984)

Without doubt an absolute classic, and the best game of this volume placing *Pac-Man* in a side-scrolling platform adventure. Here everything is score based, with lots of hidden power-ups and score-attack tactics to learn. In its day the graphics were state-of-the-art, and still hold up reasonably well. A huge hit which revitalised Pac's arcade career and even spawned a cartoon series!





Some of the best game music ever!

## THE RETURN OF ISHTAR (1984)

A sequel to *Tower of Druaga* and forerunner to Atari's classic *Gauntlet*. This is a one or two player dungeon adventure. Negotiate the maze-like dungeons locating keys, and amassing magic and spells. *Ishtar* also includes a simple RPG element, which of course is practically unheard of in arcade games.







## GENPEI TOH MADEN (1986)

This challenging action/platform game could be seen as the forerunner to Sega's *Shinobi*. Yet *GTM* probably never made it out of Japan, thus hampering its chance at classic status. You control a Samurai hero who must make his way through the levels, defeating all opponents who dare challenge him.





## ASSAULT (1988)

Utilising Namco's then brand-new arcade hardware, *Assault* sees you at the controls of an armoured tank. Sprite scaling and rotation added some dazzling visuals, hiding the fact that this is basically *Commando* in a tank. The original featured a twin stick control method, emulated by the PS pad using both the top sets of buttons with shoulder buttons to fire.

Before and after sprite scaling.

## ORDYNE (1988)

An attractive horizontally-scrolling shoot 'em up, which still plays very well. Bright colours, melodic tunes and humourous characters made this stand out from the crowd. Although inspired by such greats as *Gradius* and *Fantasy Zone*, Ordyne probably convinced Konami to release *Parodius*.




Still an addictive blaster.

## REVIEWER

**Part four of the Museum series is another mix of classic, good, and not so good. An arcade-perfect conversion of *Pac-Land* should guarantee a modest demand for the title upon its release. Enough people have fallen under this game's spell along the years, and it's not too late to find out why. *Ordyne* is a favourite too. The rest I'd never played before, and while they don't stand out as great, they do have some redeeming qualities. If you haven't tuned into the series so far, this is unlikely to convince you. But for those who love all things Namco, enjoy!**

*ALEX HUHTALA*

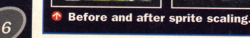
## RATING





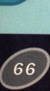


***If you love retro games, Pac-Land and Ordyne are among the best examples you could own. The others in this collection are interesting too.***



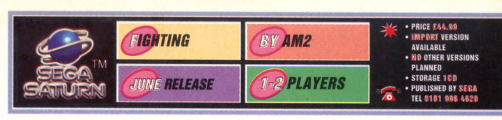






SEGA SATURN

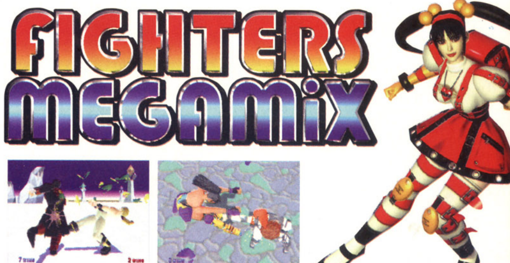





Fighters Megamix finally reaches Britain! But was it worth all those months of attention we gave it? Of course it was!

HIGH FIVE! HIGHEST CVG RECOMMENDATION

# FIGHTERS MEGAMIX



**Sega's big Christmas surprise release for '96 in Japan was *Fighters Megamix*. Announced only a month or so before it came out, no-one was sure exactly what was going to be in it. *Megamix* turned out to be more than just two fantastic fighting games in one. The characters have all been improved, new moves have been added, new fighters have been created, and the overall gameplay has been fiddled with! The result is the best home fighting game ever!**



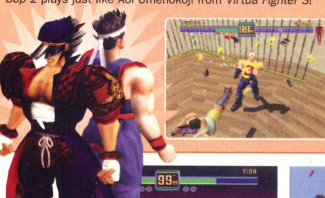
**When a Viper's armour is smashed off, you get three quick replays from dramatic angles! Wow!**





## WANNA FIGHT? FIGHT ME!

*Megamix* is especially exciting to fans of combat games because it combines the characters from two of the best games around. AM2 really know what makes a good character, and *Megamix* has all 11 from the incredible *Virtua Fighter 2*, together with all 11 from the excellent *Fighting Vipers*. As we've shown you before there are also ten secret fighters from other AM2 games, all of which are great fighters themselves! In fact Janet Marshall from *Virtua Cop 2* plays just like Aoi Umenokoji from *Virtua Fighter 3*!









**There are two versions of Siba – one from the early version of VF1, and a new rounded outfit.**

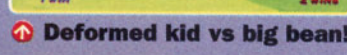
## ...AND ON, AND ON, AND ON...

In addition to the 10 secret fighters there are a few more hidden bonus features to collect the more you play. Candy has two extra costumes plus her new yellow second outfit, and Kumachan can turn into Mr Meat or Palm Tree. There are also a few cool references to other AM2 games, with the music on the name entry screen coming from *Outrun*, the records music coming from *AfterBurner 2*, and a secret command to make the *AfterBurner* plane fly over the fighting arena!



**The amazing Mr Meat!**





**Deformed kid vs big bean!**





**Powerful hits send you through the wall!**



FIGHTERS MEGAMIX

REVIEW

## WATCH IT, PAL!

Considering that UK consoles run about 17% slower than American and Japanese (NTSC) ones, we always have doubts about how well the UK (PAL) versions of games are going to turn out. Thankfully AM2 have a reputation for brilliant conversions of their games for Britain, as exemplified by *VF2*. *Fighters Megamix* is also excellent. But, just like *Fighting Vipers*, there are small borders at the top and bottom of the screen. Also the action is slower than the NTSC versions, though the difference is slight and doesn't affect the fights once you get over the fact.



ONLY A GAME SUCH AS FIGHTERS MEGAMIX LETS YOU PLAY AS A BEAR STATUE! AROOGA!

## COMMENT

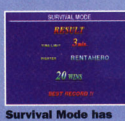
**When you see impressive combos in *Fighters Megamix*, it can ONLY mean that the player is impressive. The extreme styles require a level of dedication unmatched anywhere except the amazing *VF3*. This is not just a matter of different button commands, you have to completely understand each character's style. For example Akira's powerful close-range method is hugely different to Tokio's rapid combos. *VF2* is still unbeatable on Saturn, and I would still recommend that AM2 die-hards seek out *Fighting Vipers*. However this unique *Megamix* package SHOULD NOT BE MISSED as it allows for you to experiment with the different combinations of styles. All in all another great game to make owning Sega's machine a privilege.**

PAUL DAVIES

## MORE MODES OF PLAY!




The one-player mode doesn't work in the same way as *Virtua Fighter 2*'s or *Fighting Vipers'* arcade modes. Instead there are nine 'courses', each with a different selection of enemies to tackle and one of the secret characters as a final boss. These courses include Virtua Fighters, Vipers, Girls, Muscle Fighters, Bosses, and eventually Secrets.




**Survival Mode has three main settings – 3 minutes, 7 minutes and 15 minutes. You simply fight each character in order to see how many you can beat before you run out of energy (you have one power bar which takes more damage than usual) or run out of time. Take a look at the High Scores page in FreePlay every month to see how far other readers have got.**



The Training Mode in *Fighters Megamix* is very useful, with loads of moves listed for each character. Every time you do a move correctly, a little 'OK' is marked next to its name and it gets added to the list in the Book Keep menu. As it keeps track of how many moves you've managed to do, it becomes a challenge to complete all of them, just like we did. Showing off is good fun.

TEAM BATTLE MODE

**As with most good fighting games, *Megamix* has a team battle mode. Each player selects up to eight fighters and takes on another team. There's an option to have the fighters recover energy after each round if you want.**

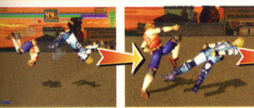
## REVIEWER

**The *Virtua Fighter* series is the most perfectly-balanced set of fighting games available. That's why the idea of mixing its characters with those from *Fighting Vipers* is a worrying one, but thankfully AM2 have done it brilliantly. The standard mode plays a lot like *Vipers*, with many attacks sending the other player flying through the air letting you do some fantastic combos. Music is brilliant, with remixed versions of the *VF2* tunes together with cool tracks taken from the secret fighters' games. The graphics are very similar to *Fighting Vipers*' with cool coloured light-sourcing and super-smooth movement, though the resolution of the fighters is a lot lower than Saturn *Virtua Fighter 2*'s. Secret fighters aren't just there for the sake of it, as they've all got a fantastic selection of moves and combos to find, giving you loads more to learn after you've mastered all 22 of the 'main' characters. The thing is, this is a game with so much to it that you will be learning for the rest of your life – literally. A few little things which made the *VF* games so good are missing (rising attacks, staggers and so on) but overall this is such a good package it would be a terrible mistake for anyone to miss out on this. If you like fighting games in any way you'll realise that this is the best available by a long way, and if you've never seen the point before this is the game to convert you. DO NOT MISS THIS ONE!**

ED LOMAS

## THE WORLD'S GREATEST FIGHTERS!

Although the Virtua Fighter characters look like their VF2 versions, they have lots more moves. The new Escape button lets them dodge around their opponents and throw from the side, plus they've got loads of their excellent new attacks from Virtua Fighter 3! The Fighting Vipers also have a few new moves each. On top of all that, damage ratings have been evened out slightly to give more balanced fights.







**Starting with one of his new throws, Lion uses a knee to bounce his opponent into the air!**






**To solve the age-old problem of which move to use after Kage's high toss throw, it's possible to knock enemies off the floor and into the air with his dragon punch move!**




**RATING**

***The best home fighting game ever! Your life is not complete if you don't learn to play Fighters Megamix!***



PC CD ROM

SPACE COMBAT | BY LUCASARTS | MAY RELEASE | 1-8 PLAYERS

- PRICE £44.99
- REBEL AND EMPIRE PREDECESSORS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY VIRGIN TEL 0171 368 2255

**The recent Special Edition Trilogy revival has nothing to do with this game's popularity. The demand for multiplayer Star Wars dog-fights has been almost as great as that for the upcoming prequels!**




**Okay people, listen up. LucasArts have made a critical error and the time for our attack has come. The data brought to us by the Bothan spies pinpoints the exact location of the ultimate in Star Wars space battle action. For years, we've played as Rebel hot-shots in *X-Wing* and as Imperial flying aces in *TIE Fighter.* And while there's no doubt how superb those single-player campaigns are, there's always been the greater yearning to compete against other human players in epic multiplayer dogfights. Well now's our chance. *X-Wing vs TIE Fighter* has been constructed with multiplayer and on-line gaming in mind. All-out battles worthy of the climactic end of Return of the Jedi are here! The only question is, who are you gonna side with – the force of good? Or the power of the Dark Side?**

## GET TO YOUR FIGHTERS!

Choosing which side you're gonna be on may have less to do with whether you want freedom in the galaxy, and more to do with whether you get to fly the coolest hunk of junk around. So to help you make that difficult decision, here's a look at the ships for each side.

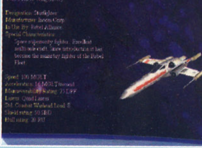
## THE REBEL ALLIANCE

### X-WING FIGHTER

**SPEED: 100 mglt**
**ACCELERATION: 16 mglt/sec**
**MANOEUVRABILITY: 75 dpf**
**LASERS: Quad Lasers**
**COMBAT WARHEAD LOAD: 8**
**SHIELD RATING: 50 sbd**
**HULL RATING: 20 ru**

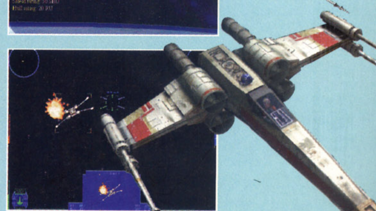
The primary starfighter of the Rebel fleet, the T6SC A2 X-Wing is an excellent multi-purpose craft. Designed for space superiority, it's reasonably fast and manoeuvrable, with an impressive weapon capacity – four built-in lasers, missile bays and it can now launch counter-measures such as chaff!






**PROS**
**You have shields!**
**You get a built-in Artoo unit!**
**It has hyperspace abilities!**
**You get to move those nifty s-foils into attack position!**

**CONS**
**Can be outrun by TIE Fighters.**
**The Rebellion are outnumbered by the Empire.**



## OTHER GREAT REBEL SHIPS TO COLLECT!




A heavy attack craft, the Y-Wing isn't as fast as an X-Wing. It does, however, have Ion cannons which can disable enemy shields.




This interceptor craft has excellent speed and manoeuvrability, making it a superb dogfighter. Only twin guns though.

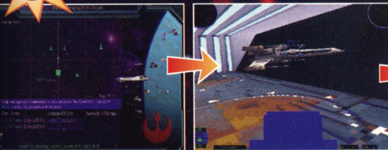



An all-round, but aged and ugly craft. However it's cheap to construct. Very common throughout the galaxy.

# WHOSE GONNA FLY IT KID? YOU?!!

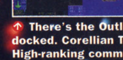
Whichever side you choose to ally yourself with, you're gonna need to learn to pilot a ship! Veterans of the previous *X-Wing* or *TIE Fighter* games should be at home with the controls. Otherwise you'll need to familiarise yourself with some of the early training levels. These start you off with the basics – targeting objectives, how to operate a shield system, identifying other craft and cargo – before moving onto engaging enemy fighters, listening to your leader's orders, escorting convoys, working with other ships and defending cruisers. Some of the later training missions are particularly fierce. Check this one out!

# REBEL TRAINING MISSION!

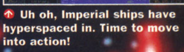


**As part of Green Squadron it's your duty to protect your mothership – the Nebulon-B class frigate.**

**The launch bay of the Rehz'nor. Green Squadron are taking off!**



**There's the Outlaw still docked. Corellian Transport? High-ranking commander? C'mon, that's the Millenium Falcon!**



**Uh oh, Imperial ships have hyperspaced in. Time to move into action!**



**With the Rehz'nor under attack, the Outlaw detaches and takes to combat!**



**It's a mission critical craft, so you need to escort it until it hyperspaces!**



**Now back to the Rehz'nor before it succumbs to the onslaught of that Star Destroyer.**



**Uh oh, too late. Oh well, back to the training room to start again!**

# THE EMPIRE

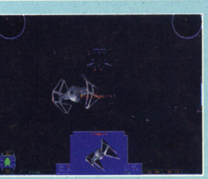


## TIE-FIGHTER

**SPEED: 100 mglt**
**ACCELERATION: 20 mglt/sec**
**MANOEUVRABILITY: 96 dpf**
**LASERS: Dual Lasers**
**COMBAT WARHEAD LOAD: 0**
**SHIELD RATING: 50 sbd**
**HULL RATING: 20 ru**

The standard Imperial starfighter is somewhat less lavish than the Rebel X-Wing, counting on strength in numbers rather than individually. While the TIE Fighter sorely lacks shields, it makes up for it with superior agility and acceleration. And of course, you get to wear those cool black stormtrooper outfits too.



**PROS**
It looks totally wicked!
You get to dock under a Star Destroyer!
The super-scary engine sound!
You get to fly in mass convoys!

**CONS**
No shields or hyperspace!
You're just one of a legion of grunts!

# LOOK OUT FOR THESE TOP IMPERIAL SHIPS TOO!



**TIE INTERCEPTOR**

Faster and more manoeuvrable, with greater firepower than the standard TIE Fighter. One of the Empire's best dog-fighting ships.



**TIE BOMBER**

A heavy attack fighter that serves well as a multi-purpose craft. This is the standard imperial craft used for attacks on enemy capital ships and bases.

**TIE ADVANCED**

A space superiority fighter developed from Lord Vader's own Advanced x1 prototype. The fastest and deadliest TIE Fighter, it carries missiles and has shields!



**ASSAULT GUNBOAT**

Another space superiority ship. The gunboat is fitted with shields, has a hyperdrive and is also fitted with Ion cannons.



PC CD ROM

# TAKE THEM SHIP TO SHIP!

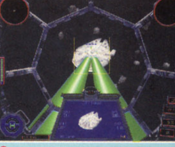
As its very name suggests, *X-Wing vs TIE Fighter* is primarily designed for head-to-head multiplayer and on-line combat. Unlike the previous Star Wars sims, this game doesn't have any single-player campaigns. If you're expecting an on-going story with underlying conspiracy sub-plots you'll be disappointed. If you want specifically-designed space-battle scenarios, perfect for multiplayer dogfights, you'll be overjoyed! Eight-players can link up for combat!



Take off from Rebel cruiser docking bays. It looks awesome!



Face human opponents in epic dogfights, in lethal asteroid belts!



No you can't fly the Falcon. But you can shoot it down!

# MELEE ROUNDS!

This is the most basic form of versus combat in *XW vs TF* – the dogfights! Just the big arena of space and everyone fighting against each other. There are various types of melee round – all-against-alls, battles in an asteroid field, mine-clearing, escorting a shuttle (while destroying the enemy one), ordering wingmen. This mode even tallies up scores, with points being awarded for success and deductions if you leave the battle. You even get bonuses for destroying floating buoys. All this information is then added to your overall pilot profile.



# TOURNAMENTS!

Combines melees into best-of-three or five round challenges. There's a whole variety of tournaments grouping specific melee rounds together to make themed challenges. For example, you can play three rounds to decide the overall space superiority dogfighter, the best team, or the best shooter. The ultimate space deathmatch cup challenge!





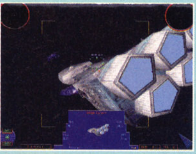



# A PROPER FIGHT!

After mastering all the techniques in Training Mode and frittering away expensive military ships in mindless dogfights, perhaps you'd fancy a few more strategical matches. Enter combat plaY – a huge range of scenarios set around the on-going civil war in the Star Wars universe. Here you can play in teams or against each other, performing all-manner of important duties. The cool thing is, unlike the Rebellion or Empire specific training modes, these scenarios are the same for both sides. It's only when you go into your briefing, that you get your own team's perspective on their mission! Here's a few of the excellent situations available...

## RESCUE FROM IMPERIAL PRISON SHIP DARGON!

Rebel starfighters are leading an attack on the Dreadnaught Dargon. Play as the Rebels and you're briefed on how your Gold, Rogue and Red squadron fighters (yep, the same squadrons from the films) are freeing 'captured comrades'. The Empire refer to them as Bothan insurgents.



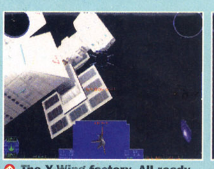
The Dreadnaught Dargon! Packed with Rebel scum!



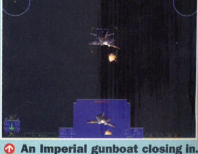
An epic space battle. The ships are lit up by explosions!

## RAID ON REBEL FACTORY KOENSAYR 42

An Imperial special operations force are attacking a Rebel deep space manufacturing facility. The Alliance escort carrier Eleusis has arrived to pick up a new fleet of Y-Wings. Cue all-out combat! Players on the Imperial side know their plan is to plant a virus that causes the Y-Wings to crash into the escort ship! Everything is proceeding as the Emperor has foreseen. Heheheh!



The Y-Wing factory. All ready to ship out fresh spacefighters!

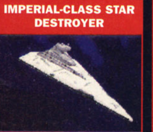


An Imperial gunboat closing in. You're an X-Wing pilot, take him!

# THERE'S TOO MANY OF THEM!

Aside from the ships you can pilot, there's masses of other craft which all expand the authenticity. Big ships, small ships, some as big as your head! What's more, while the Rebel ships get poncy names like Intrepid and Valiant, the Imperial cruisers are called cool things like Tormentor, Inexorable and Formidable. Now concentrate all fire on these bulk cruisers!

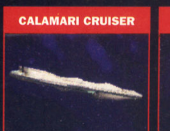
IMPERIAL-CLASS STAR DESTROYER



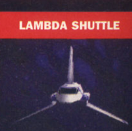
VICTORY-CLASS STAR DESTROYER



CALAMARI CRUISER



LAMBDA SHUTTLE



REVIEW

# FRIGATE DUEL: MALEVOLENT VS ENDEAVOUR

A perfect example of this game's awesome head-to-head appeal! Two Nebulon B-Class Frigates have entered the same space – only one's Imperial and one's a Rebel cruiser. With accompanying escorts of fighters, they're equally matched. It's a case of fight and win!



**You can be part of a squadron of Y-Wings, moving in formation. You even get your own wingman who you can order around!**







**One of the cruisers. The activity around them is really hectic!**



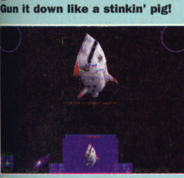


# AMBUSH OF A REBEL LEADER!

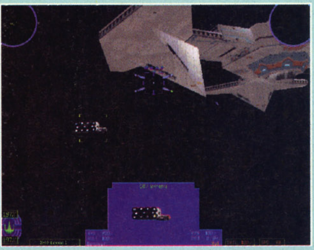
A Rebel Blockade Runner (like Princess Leia's ship at the beginning of Star Wars) is leaving from a neutral platform, escorted by several fighters. An Imperial capture team is attempting to ambush the ship before it escapes into hyperspace. You see, it's on a mission of subversion, carrying a criminal, sorry... Rebel Ambassador!



**There's the Blockade Runner. Gun it down like a stinkin' pig!**



**Yeehaa! An Stormtrooper Transport. Yeh, board them boyees!**



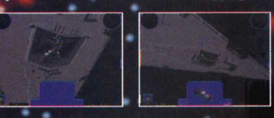
**There's the neutral platform, with the corvette leaving it. No doubt packed with stolen blueprints!**



**The ships are totally authentic to the films. You can even blow up those shield generators!**



**A corvette inside a Star Destroyer docking bay. Look at the excellent texture-mapping!**



## REVIEWER

**Ever since *TIE Fighter* came out, people have been crying out for *X-Wing vs TIE Fighter*. Of course, there was no question of the game's technical quality. The previous *X-Wing* and *TIE Fighter* game engines were superb, and this improves it further. High-res and full texturing adds a realistic edge and the number of ships during a space fight is staggering! For those people waiting for head-to-head showdowns the game is perfect, with excellent multiplayer options. However, it's designed perhaps a little too specifically for on-line gaming. The lack of 'any' single-player campaign is disappointing. I really wanted an engrossing plot to match that of *TIE Fighter*. Instead, lone players have to make do with playing random (and sometimes disjointed) battles just to boost their profile. Likewise the presentation is 'functional' for quick multiplayer access. No cool plot intermissions, lavish Star Destroyer interior options screens, or CG docking bay launches. To be fair though, the demand has been for an on-line Star Wars sim and Lucas obviously know there's a big enough market from people with office networks or modems. If you just want to play alone, there's already *TIE Fighter* and *X-Wing* for you. I guess you just have to wait for *Millenium Falcon*!**

TOM GUISE

**CORELLIAN CORVETTE**



**NEBULON-B CLASS FRIGATE**





RATING





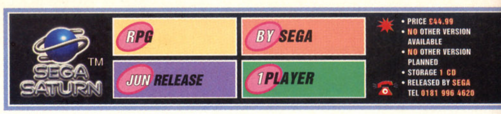




***A definite improvement of the Star Wars flight engine and a guaranteed on-line gaming hit in the making. Those aiming solely for single play may be left wanting.***

SEGA SATURN




# Regarded as the finest ever RPG for Sega Saturn, *Shining The Holy Ark* gets its British release this month. But still no explanation of the weird title.




**Sega's Team Sonic inject a cool new element to the psuedo-medieval world of RPGs: Xenomorphs! Schwa! Aliens! Though the main events concern the fantasy land of Enrich, trouble comes when an extra-terrestrial escape pod crashes. No dragons. At least not to begin with. The latest in the *Shining* saga begins with our heroes almost crushed to death by the collapsing roof of a mine shaft – the result of the doomed escape pod. One of their friends, called Forte, is possessed by an evil alien spirit that emerges from the wreck. Meanwhile the main hero Arthur, together with partners Rodie and Melody, are rescued by friendlier beings. The stage is set for Forte to run riot, and Arthur's posse to give chase.**

## BEFRIEND THOSE BUZZIN' BUDDIES

Sometimes the biggest help your party receives is from the tiniest of sources – namely the Incubus, Fairy, and Pixie residents of Enrich. Each has their own special ability that assists in battle, either by protection or boosting power. These little guys take their place at the bottom of the display Acquaintance is made with these tiny folk in similar ways to how other 'items' are gained. Sometimes examining an area might disturb them. In one case a little lad allows you to borrow his pet Pixie as gratitude for returning his lost pooch.




**Should you find another variety of fairy they team up to cause more damage.**



**Different types of 'small person' are required to handle specific monster types.**

## SO HIGH! SO WIDE! SO DEEP!

Presented almost entirely in 3D, *Holy Ark* fully immerses the player. The game is viewed from the eyes of Arthur (you) at all times, except when travelling between villages using the overhead map. Though lacking the fluidity and speed of corridor games, this environment keeps players in suspense at each corner. Moving around this 3D space is simple: up to go forward, back to move back, and left or right to spin 90° in those directions. You can also run by double tapping in a direction, and the speed is indicated by flashing white lines.



**Now you know what it really feels like to walk around the streets of an RPG.**




**Eek! When enemies appear it's pretty scary because they're right in front of you!**



**When you meet a leprechaun, he performs some kind of Super Dragon Punch just to show off.**



**Meeting people and chatting to them seems much more personal. Bad breath?**




**Open a door, or trip a switch to remove a wall. The effect is more dramatic in 3D.**



## FIND IT AND IT'S YOURS

Not everything the adventurers require is obtained over the counter, or received as a gift. It's often the case that medicinal herbs, protective garments, and even powerful weapons are unearthed by searching an area. In towns and villages this means casting your eye over suspect boxes. In the forests you are advised to rummage around near trees for items. Sometimes objects, or even pixies, are found lodged between cracks in walls – when you meet a dead end, this is usually a clue. This process might seem tedious, but patience and dedication has its own reward.









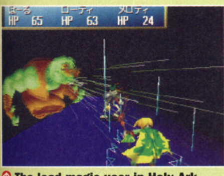
**Melody and Rodie wait on Doyle to open this crypt. Below is a vast network of catacombs!**

**Before fighting the shade which protects the crypt, a cool movie sequence sets the scene.**



## REFINING YOUR SKILLS

It is accepted that RPG characters develop in terms of strength and skill as they progress. Usually this enabled by collecting experience points. Sega's Shining series, including Holy Ark, adds to this formula by adding a Weapons Repair shop and Promotion system. In the first case adventurers can take any damaged, or worn weapons to a Smithy where they are honed into something more effective. After many battles with new and upgraded weapons, the party may consult any village priest in the hope of promotion. Enough experience points earns you the right to move up a rank. Not only are your skills advanced, but items of clothing are exchanged for more impressive replacements.




**The lead magic user in Holy Ark, Melody, summons elementals – though they're not quite as impressive as those in Final Fantasy VII.**



**Occasionally during a battle, one or more of the party unleashes an extra-special attack. Here Rodie is performing a piledriver.**



**When travelling between locations the world of Enrich is presented like this – a giant-sized Arthur walking over a picturesque map.**




**Pressing 'Start' while exploring the dungeon areas reveals a helpful map. It only shows where you have already been, but helps prevent getting lost.**

## REVIEWER

**It's a bold move creating an RPG that is 100% real-time 3D, and the sacrifices are subtle but obvious to somebody who spends a lot of time with RPGs. Inside the villages and towns there are much fewer characters, and the ground these places cover is smaller than is usual. The upshot of having big CG rendered characters is that they offer enhanced personality, and scope for more dramatic scenes. For example when the King of Enrich is possessed, the fact this scene fills the screen is much more effective than some little sprite with a cloud over its head. The large characters also add more suspense, and a touch of ingenuity to the battle scenes. Here enemies are more terrifying because they are so huge, and animate so well because of their articulated body parts. Even minor enemies are tricky to defeat as many of them have clever routines to overcome. Finally it's great to find that *Holy Ark* requires a lot of problem solving, in the form of maze-like dungeons and keen exploration. You need to work at *Holy Ark* to get into the story, as there are a few technical shortcomings. Stick with it, however, and you will be richly rewarded.**

PAUL DAVIES

## RATING







***Despite its initially disappointing appearance, Holy Ark develops into a gripping adventure. Unique, and often great, visual style. Intelligent use of music too.***






RPG | BY KONAMI | JUNE RELEASE | 1 PLAYER

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853000

**Until Konami decided to make the first leap, the PlayStation was devoid of any quality RPG's. *Suikoden* paved the way, and *Vandal Hearts* looks like following that same path.**

# ヴァンダルハーツ VANDAL HEARTS

**Konami must be a pretty exciting company to work for at the moment. Just looking at their forthcoming release schedule (*Castlevania, ISS Pro* and *64, Metal Gear Solid*) would have anybody who's anybody in the games industry quaking in their boots. In preparation for their tidal wave of top titles, Konami are aiming to completely sew up the PlayStation role-playing market with the imminent arrival of *Vandal Hearts*. To call this a true RPG would be lying somewhat – you don't have the complete freedom to go where you please. The towns and battle areas you visit are all pre-defined and if the game doesn't want you to go somewhere, that's it. Once you're in a battle however, the fun really starts as you have complete control over the entire proceedings until you, or your enemies are dead. The battle is just beginning...**



## WILL YOU BE OUR FRIEND?

As any self respecting warrior knows, trying to save your entire country single handed, is not the easiest of tasks. Thankfully for Ash, the leading character in *Vandal Hearts*, help is at hand around every corner. You begin with two other people in your crew, Clint the Soldier and Diego the Archer. These guys are always with you, and the good thing is, they never die. If the run out of energy during a battle, all they do is 'fall back' and join up again once the battle is over. Also, as you progress through the game, people you help or citizens of the various villages who can aid you, also join. You're given the option to take them before they accompany you, but you should also keep a small eye out for traitors.






**↑ Your party consists of a paltry three characters when you begin to play the game.**
**← But once you get into it, the team builds to something this size. Now you can kick butt!**




**← Here we can see Ash before and after he earned his promotion to Champion! Awesome!**

## UP FOR PROMOTION



As is becoming almost a tradition in RPG's these days, you build up your characters strength by earning experience points. Once you begin your quest, you start on a paltry level three or four and aren't exactly bulging in the strength department. By killing a few enemies, casting magic spells or using items, you gain valuable experience. Once this tally tops a hundred, you increase a level and your hit and magic points (if applicable) rise accordingly. Once levels ten and twenty are reached, you can be promoted to a new class of fighter, giving you the extra ability needed to use the better weapons and magic in the game.





## THE LONG AND SHORT OF IT

There is one very handy piece of information that you should remember when you are about to engage in combat in *Vandal Hearts*. That is – sword defeats bow, bow defeats air and air defeats sword. Confusing? Then let us enlighten you. As a general rule, there are three categories of fighter in the *VH*, Swordsmen, Bowmen and Airmen. The small snippet refers to which characters are better against others. For example, you should always try to use the archers and long range attackers against flying enemies. Got that?

## REVIEWER

**Why has it taken so long for any sort of RPG to make it over to these shores? In the rush to be first out with a half decent contender to Square's classic, Konami look to have won the mini battle with first Suikoden and now Vandal Hearts.**

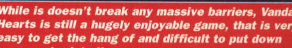
**It isn't a ground breaking title by any means – it's too simple for that – but it is good fun to play and will waste a fair few hours of your time. The main reason this didn't get a higher mark, is because the path you take as you play is too linear, and it feels as though you don't have enough control over what goes on. Between this and Suikoden, you have two good games to pass the time until the big one arrives – FFVII.**

STEVE KEY

## RATING





***While is doesn't break any massive barriers, Vandal Hearts is still a hugely enjoyable game, that is very easy to get the hang of and difficult to put down once you're into it.***







OUT NOW
1-20 PLAYERS


- PRICE £29.99
- PC PREQUELS AVAILABLE
- 32 BIT VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY GREMLIN TEL 0114 275 3423

## With the current Premiership campaign having just drawn to a close, football crazy fans need to get their fix over the close season. May we prescribe *Premier Manager '97* as a course of medication.

# PREMIER MANAGER 97




**The pressure is building. You're managing a struggling Premiership outfit and the fans and chairman are on your back. A string of poor results have seen your side slip from a healthy mid-table position, down to the brink of relegation and the battle for survival. You know the chop can't be far away, unless you manage to pull one last good run out of the hat. Do you gamble with the erratic foreign superstar who puts bums on seats in the stadium, but fails to deliver the goods on the pitch as regularly as you may like? Or plump for the less exciting player, but one who is guaranteed to give a 110% every time he plays. This decisions are all yours, in the high profile world of football management. At least that's what it feels like when you really get into *Premier Manager '97*, Gremlins latest upgrade to their best selling PC title. And if it all goes wrong, at least Gillingham may want you.**

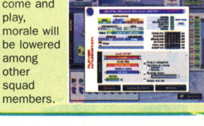





**PM manages to blend the complicated stats with actual game footage. It's the perfect balance!**

## SHEARER JOINS BARNET SHOCK!

One of the toughest things for a manager to negotiate is transfers, just ask Joe Royle. Picking the right players for your team and not paying them extortionate wages is critical in keeping players, fans and the board happy. So a bit of Arfur Daley wheelin' and dealin' is needed if your team are to succeed in *Premier Manager*. You can scour the transfer market for players who are readily available, or pick any club from Europe and South America and make an offer for an individual. You have to decide how long to sign them for, how much you'll pay for them, wages, bonuses, whether he has a house and car, and clauses in his contract. Be warned though – if you pay a superstar bucket loads of money to come and play, morale will be lowered among other squad members.



## MANAGE JOSSY'S GIANTS!

The way *PM '97* unfolds is simply down to which team you pick to manage. Although picking one of the good teams from the Premiership means cash, good players and long cup runs, the chairman will expect success and failing to deliver means the sack. Choosing a lower league team will really call into effect all of your management skills, as you have to budget a lot more. You have to develop youngsters, and sell them on for a profit. You cannot afford to hire the best staff, so you have to make do with also-rans. And you try to scrape in money from anywhere, just so you can buy that one good player.



## LET'S SEE THAT AGAIN...

The most entertaining thing about *PM '97*, is that you can actually watch the action as and when it happens. There are four different ways to see a game being played. You can choose to watch a complete game, view highlights, have a text based account of the action and simply have the scores flash up in front of you. May we take this opportunity to recommend you use the highlights option. It's far more exciting and it's pretty quick so you only see the games good bits!







**One of the games of the season!!**



## REVIEWER

**What have I been missing? Because I don't own a PC, and never bothered to play on any of my mates' systems, I have lost out of probably the most underrated type of game for the PC – football management simulations. And having asked other CVG members (who have played PM '97's main rivals) what they thought of this game, we have all come up with the same answer. It's AWESOME! Even those who aren't big fans of football (namely Tom) loved this. Put this mainly down to the fact that there aren't reams and reams of mind numbing stats to wade through. You only look at the information you want and need. And you can actually watch games too, with commentary from Barry Davies! If you like football in any small way, this is the perfect game for you. And even if you don't know that much about soccer, give it a go anyway. You may be surprised.**

STEVE KEY

## RATING




***The most atmospheric, entertaining and comprehensive management game is about to hit your PC. This is nothing short of superb. Buy it!***



## BLAST CORPS



ACTION

OUT NOW

BY RARE



1 PLAYER

From first impressions you may think that *Blast Corps* is going to be a super-simple and ultra-short game, but it may surprise you as to how big it is. In fact, it's almost certainly the biggest game on the Nintendo 64, with loads of levels, hidden areas, bonus stages, and new modes. And on top of that, it's probably the toughest game on the machine as well, especially once you think that you've finished the game and find that you need to do all of the levels in Time Trial mode! Every level has been worked out brilliantly, with the bonus stages having perfectly-balanced target times to beat in order to get the various medals, and there's a lot more variety than you may think. *Blast Corps* will appeal to anyone who fancies a quick destructive session or to those seeking a real challenge. Top stuff. **ED LOMAS**

- JAP AND US IMPORT VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 96 MEG CART
- PUBLISHED BY NINTENDO
- TEL IMPORTER



*Blast Corps* has some of the best graphics yet seen. The explosions are especially good!







## DOOM 64



CORRIDOR



OUT NOW



BY WILLIAMS



1 PLAYER

Before you start playing *Doom 64*, make sure you turn your monitor/TV's brightness to maximum, as you'll blow your eyes out straining to see what's going on otherwise. The graphics (other than being stupidly dark) are very smooth and the sound is also excellent, with similar effects to PlayStation *Doom*'s and rumbling music which really puts you on edge. Speaking as one of PC *Doom*'s biggest fans, I don't think that the level design of *Doom 64* is up to scratch. The PC version had some continuity to it, with dead marines lying around the more hell-spawn infested bases, while *Doom 64* has a room with a key teleporting around it. Why? Also, there are a few very slack things - no reload animation for the shotguns, for example. That's just being lazy. While it's still a good corridor game, it's not really *Doom*. **ED LOMAS**



- PRICE £IMPORT
- US IMPORT VERSION AVAILABLE
- UK VERSION PLANNED
- STORAGE 96 MEG CART
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791







This is 5000% brighter than normal.



The new laser weapon is pretty good.





## NEED FOR SPEED 2



DRIVING



OUT NOW



BY EA



1-2 PLAYERS

Need For Speed will always have a fond place in the heart for any 3DO owner, but all the other versions were too little too late. In an effort to readdress the respect for the racer, EA release the inevitable sequel. Race around exotic locations in a choice of luxury sports car – included to whet your appetite are models by McLaren, Ferrari, Jaguar and Lotus. The spectacular crashes are much more extravagant than before, but unfortunately some of the more appealing aspects of the original have been removed! Gone are the police cars and traffic of the first game, and instead you race on secluded roads. Bummer. The track design is very good, but the lack of speed and many glitches spoil the enjoyment. The cars themselves are quite unresponsive and look like they are hovering over the roads and the music is the usual American rock that pops up in games of this type. Substandard in nearly every respect. Very disappointing. **ALEX HUHTALA**

- PRICE £44.99
- PREQUEL AVAILABLE
- PC CD-ROM VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549 442









The frame rate of *Need For Speed 2* is so poor that it doesn't even look like you're moving.





## JONAH LOMU RUGBY



RUGBY



OUT NOW



BY RAGE SOFTWARE



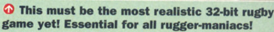
1-4 PLAYERS

For all its action, and the huge following in this country it is perhaps surprising we haven't had more attempts at rugby simulations. Even though this is unlikely to change, rugby fans can rejoice as they finally get a game which does the sport justice. Codemasters can once again hold their heads high, with a sports sim that should make EA take a serious look over their shoulders. Brilliantly realistic graphics and a logical control system are the stars here. Oh, and the two Bills – McClaren and Beaumont provide the commentary. With a roster of over thirty international teams, a variety of competitions including World and Territories cups (read Five Nations), the challenging scenario mode where you play your part in classic matches from the past 15 years! Add all the real players, and of course the huge Jonah Lomu, and you've got yourself a very attractive game. Even if you don't like rugby, there's fun to be had here! **ALEX HUHTALA**



- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- SATURN AND PC VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY CODEMASTERS
- TEL 01926 814132



This must be the most realistic 32-bit rugby game yet! Essential for all rugger-maniacs!




## PUZZLE BOBBLE

Direct port of the SNES version of Bub and Bob's first puzzle adventure with added network features and a few musical enhancements. The game is pure simplicity, and of course it's terribly addictive too. Your aim is to progress through levels by grouping together three or more bubbles of the same colour so that they burst. Clear the screen of bubbles and you're onto the next stage. On the PC the game plays straight from the disk – it doesn't even need to be installed, with the action being viewed in a variety of different window sizes. This is perfect for office workers just wanting to pass away the lunch hour. In fact, in Japan the game proved so popular that bosses banned it from office computers! We don't expect the same over here, but many will delight to this game's charms. Judging on its merits as a pleasant lunchtime diversion, this game does well. **ALEX HUHTALA**

PUZZLE GAME
OUT NOW
BY TAITO
1-2 PLAYERS

- PRICE £19.99
- SATURN AND PLAYSTATION VARIATIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791




**Puzzle Bobble on the PC works over a local network for rockin' multi-player action!**




## CYBERBOTS

Capcom in one-on-one beat 'em up shocker! There's a novel idea! In case any of you were actually getting worried why they hadn't released a combat game for a couple of weeks, the Big C from Japan hit you with *Cyberbots*, a *Street Fighter* for the next millennium. Sadly, this is the usual affair with these sort of games. You pick a human who controls the 'bot, a clan of cyber creatures from that group, the robot itself. Then you fight some other androids in a battle to the death. There are the fireball moves, special attacks which can be used once you're power bar is high enough and you can hover about in the air á la *X-Men: COTA*. It's not a bad game, but it doesn't really contain anything that stands it apart in the already overcrowded family. Go for *SFA 2* instead, you can't go wrong with that. **STEVE KEY**


FIGHTING

OUT NOW (JAP)
BY CAPCOM

1-2 PLAYERS

- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY CAPCOM
- TEL IMPORTER








**Capcom couldn't use Gouki as a hidden fighter again, so they created Zero-Gouki instead!**




## DARKLIGHT CONFLICT

Although *Darklight Conflict* is primarily a space simulator, once you begin to play through the missions, you realise it's a lot more involving than that. Personally, I'm not a big fan of these sort of games as they often bore me, but this is quite different. For a start, you don't have to wait ages for something exciting to happen. Select arcade mode, and you'll be straight into a dogfight, as a group of enemies try to attack a space station. There may be lots of missions to complete, but this is also the biggest fault of *Darklight* because it gets too repetitive. If there was a little more variation on some of the stages, this could have been excellent. But, it is still very enjoyable, and it's very impressive graphically with lots of light sourcing and shading. Not bad at all. **STEVE KEY**

SPACE SHOOTER
OUT NOW
BY RAGE SOFTWARE
1-8 PLAYERS



- PRICE £29.99
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL 01753 549442



**Darklight looks good enough on a standard PC, but is even better on an MMX!**







## TOKYO HIGHWAY BATTLE

Because *Rage Racer* has been out in Japan for months now, and its British release is looming, it seems strange that any company would want to try and better one of the best driving games on the PlayStation. Although *Tokyo Highway Battle* isn't exactly like Namco's game, it's hard not to draw comparisons. It has a sub-standard *Rage Racer* feel to it, as if Namco threw it in the bin and Jaleco rescued it. The first thing you notice when playing is that it's painfully slow. You find yourself checking the speed gauge just to confirm that you are doing over 25 kph. And because there's only one car to race against, you never feel like you're in a proper race. On the plus side, there is a lot of scope for tuning your cars and upgrading, but isn't enough to make this interesting and worth buying. Oh well... **STEVE KEY**


DRIVING GAME
OUT NOW (JAP)
BY JALECO
1 PLAYER



- PRICE £IMPORT
- NO OTHER VERSION PLANNED
- NO OTHER VERSION AVAILABLE
- STORAGE 1 CD
- PUBLISHED BY THQ
- TEL IMPORTER






**Take a look at these screenshots. That sensation of speed you get is the same when you play!**

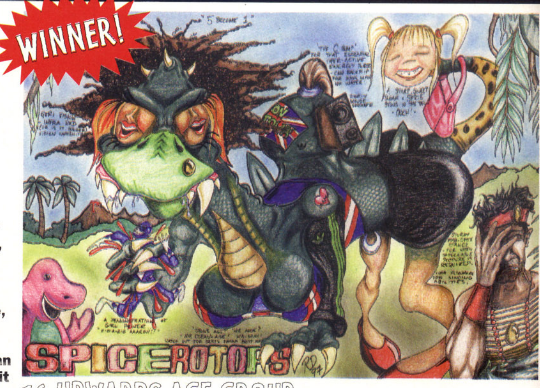



# 'DESIGN-A-SAURUS' COMPETITION WINNERS!



## The hunt is over! Three CVG readers will soon receive their Nintendo 64s and a copy of *Turok: Dinosaur Hunter*! And all thanks to Acclaim!

**It eventually took seven people over three hours to find the winners, but, paper cuts on every finger, we got there in the end! The Design-a-saurus competition has been our biggest yet, and though we're past the closing date, entries are still rolling in. So stop, okay! STOP! STOOOOOP!**
**We asked you to design a monster mean enough to chew on Turok's ass, and spit out his Chronoscepter like it was a piece of chicken bone. And you answered with some of the best competition entries seen anywhere – your artistic skill amazed us all here at CVG. It really is amazing how bad some of you are. As for the quality examples, here's a selection alongside the lucky (and talented) winners.**




### 16 UPWARDS AGE GROUP

## SPICEROTOPS (spy-ser-oh-tops)

An obvious first choice for CVG, and a first prize to Roger Davis, for the Spicerotops – a dino mutated with the Spice Girls! We'd like to draw everybody's attention to "'The C Hump' for that essential Hyper-Active energy burst". CVG also likes the "'Scoo-B-Do' Mel B's toxic hair style... ideal for trapping small birds". Of all the entries, and despite the fact that it isn't a finely-crafted model, Roger Davis' entry showed the most imagination. It is certainly the funniest. Well done!

## MODEL DINOSAURS

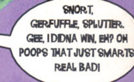
We had a few top class model dinos submitted. If anyone's wondering why none of these won anything, it's because they were kind of typical. The best of the 3D entries are shown here!

## TYRANNADON

Michael Kam-Wan Wong's entry is a cross between a Tyrannosaurus Rex and Pteranadon. The reason Tyrannadon looks so professional is because Michael is aged 30! Didn't realise we had such distinguished readers!

## TANSAURUSREX

Another T-Rex type. Adam Tanner's is cool because it is the dino incarnation of his mad self. Dunno what Mrs Tanner cooks up for Adam every evening for dinner, but Tanasaurus has pretty basic needs: Meat and Water. Yummy.




## HOLSTRASAUR

Lindsey Holt's blood-thirsty papier maché model was the first we received. And very cool it is too. On paper Holstrasaur is pretty standard – a big scary dino with a fan neck. But the model obviously took a lot of skill. Close, but no banana.

WHADDA YA MEAN I DIDN'T WIN? I'M A BAD ASS MUTHA WITH A MEAN FRILL. I'D EAT YOU LOT NOW, BUT YOU AIN'T WORTH THE EFFORT!

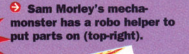



## 12-15 AGE GROUP
## CYBERSAURUS

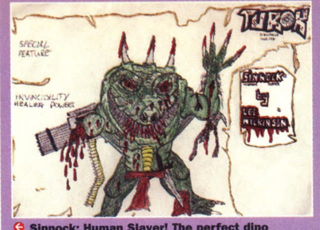
**Darryl Robertson's interactive robosaurus wins him the big prize of an N64 plus Turok (parents willing, of course). Everyone has been stopping by Paul's desk to try this thing out – when you touch the wires together he roars!**




## 8-11 AGE GROUP
## KILLERSAURUS




"Its name is KILLERSAURUS. It can't be killed! It is 50 times bigger than T-Rex. It has a bath in a volcano pit. It is the devil's pet and eats big men like Turok. It slithers on land and swims in water. The Cronoscepter makes it laugh." Okay Ishpal Rihal you win!!!




**Sinnock: Human Slayer! The perfect dino opposite of Turok by Lee Wilkinson.**



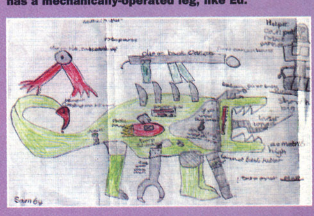
**Everything's razor-sharp on this beast by Grant Wightman.**




**Satania, she's the top half of the Demon Dino by Faisl Baulifa.**




**Turok nooooo! Roger Langford's fearsome beast has a mechanically-operated leg, like Ed.**



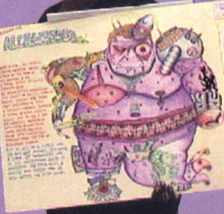
**Sam Morley's mecha-monster has a robo helper to put parts on (top-right).**



**There are many smart features on this robo-dino, but we'd like to bring attention to mutant spike and alien arm. Chris Kirkham, stop taking the medication!**




**It's Killer X Dino 2000, a fire-acid breathing beast armed with nuclear missiles, a toxic fart and something unbeatable. By Thomas Vichit.**







## DINO-SIZED THANKS!

**Cheers to everyone who entered the Design-a-saur competition. It makes everyone here really happy to know we have such dedicated and artistic readers. We're sorry that we are unable to return any of the entries, as the postal charges would be taller than a T-Rex. However you can rest assured that we have the best ones hung on the walls, or placed on a shelf – wherever we have room. Until the next mad compo...**






**The No.1 game of the 1997 AOU show in Japan recently went on test in Sunnyvale, California. Ace US correspondent, Slasher Quan, was lucky enough to be there!**



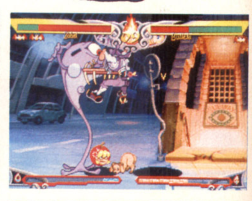



**Capcom's monsters-of-myth fighting games, *Darkstalkers* (*Vampire*) and its successor *Nightwarriors* (*Vampire Hunter*), have achieved phenomenal success in Japan, and an unfortunate near lack of interest abroad. In fact, Capcom Coin-Op was so skeptical about the chances of success for *Nightwarriors* that the company chose NOT to release that game at all in North American arcades, except as a small-quantity extended test piece. Instead they focused on the destined-to-fail-miserably *Street Fighter: The Movie* coin-op. Well, the few scattered fans of the series (such as myself) who were dedicated enough to seek out either a test piece of Nightwarriors or the little-seen Saturn version will be absolutely, positively overjoyed with the third in the series.**




Once again this is an upgrade, not a full-blown sequel, smartly entitled *Darkstalkers: Vampire Saviour.* At one time Capcom planned to call the US version *Jedah's Damnation*, the reason for which is beyond me (story details to explain this Vampire Saviour" scenario have yet to be revealed), but they finally settled on Vampire Saviour as the universal title, which sounds completely awesome.

And it is. This is perhaps Capcom's most dramatic "upgrade" ever, at least as revised and feature-laden as *SF Alpha 2* was in comparison to *SF Alpha 1*. The game is still on the CP-System II board and NOT CP-System III as misreported by web sites everywhere. But, the game's backgrounds are almost all completely new, and some of the best hand-drawn 16-bit scenes ever. Further, there are at least four new characters, and the old characters are retrofitted with new moves. Brilliant new sound effects, a new Dark Force mode, and an idiotic (in my opinion) new *Killer Instinct*-type round system complete the feature list.











## REGENERATE, THEN DIE

Let's start out with the worst first. Much like *Killer Instinct*, *Vampire Saviour* offers not the traditional two-out-of-three round system, but one long round where each character gets two life bars. When you lose your first bar, you fall over, and then immediately stand up powered by your second bar. While this sounds fine in theory, there's a huge flaw here. The old two of three system ensured that even if you got your ass smashed in the first round, your chances of winning the second and third rounds weren't reduced. Now, quite obviously, the farther you fall behind, the harder it is to come back. This new system simply ensures that the better players will be that much more likely to win, and discourages new players from getting into the game. Also, timeworn traditions such as giving weak players the second round for free, or just experimenting in the second round after winning the first will never happen.

The second alteration to the round system is regeneration. When you take a hit, the damage is represented by a transparent block. If you can manage to avoid any further hits for a few seconds, you can actually regenerate that entire hit back to your life bar. If you do take a hit during the regeneration process, you lose the first hit's damage permanently and the next hit appears transparent. This is actually a very cool idea because it encourages aggressive play and punishes turtling (waiting), but this semi-innovation can't make up for the one round system.













## THE DARK SIDE OF THE FORCE

New to *Vampire Saviour* is Dark Force, a super meter-required mode which at first glance appears to be Custom Combos all over again, but thank goodness is nothing of the sort. Activated by a simple multi-button command, Dark Force lasts only a few moments, darkens the screen into a psychedelic swirling background reminiscent of the screen-change during an *SF III* super art, and grants a power unique to each character. For instance, Q-Bee can fly, and Morrigan splits into twins. With the power of the Dark Force you can get off some crazed combos, but this is not in any way a repeat of the out-of-control destructiveness of *Alpha 2*'s Custom Combo system.





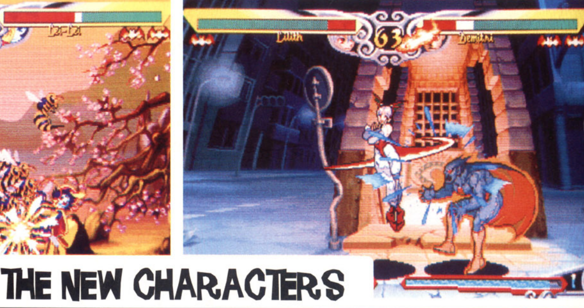





## PREPARE TO BE SCARED, VERY SCARED

*Vampire Saviour*'s background graphics are downright gorgeous. All are new or heavily retouched, and Capcom has outdone itself with both special effects and all-around creativity. One of the most unique backgrounds is a darkened metropolis scene with myriad skyscrapers. It takes a moment for you to realise that the warped view is not of characters standing on top of a building, or below a building, but right on the side of a building! Apparently, Darkstalkers can break the laws of gravity. Another gorgeous one is the new shimmering sky of Anakaris' pyramid-dotted desert. Lilith has a hazy sun-drenched landscape overlooking Castle Aensland. Bishamon hangs out in a fearsome, deserted ancient Japanese village. BB Hood fights near a ramshackle hut in the bad part of town. To my eyes the shading, colour choices, and scenery paint a more luxuriant, interesting picture than any of the old backgrounds from *Nightwarriors*.




# THE NEW CHARACTERS







## Q-BEE

We already had a catwoman (Felicia) and a wolfman (Talbain), what other beasts could Capcom dream up? How about a beewoman! If you don't love this character, there is something wrong with you. Sexy in her ultra-cute costume, Q-Bee is just nonstop fun. Her attacks include quick, slashing strikes with her butt stinger, a swarm of bumblebees which descend and sting her foes senseless, a cross-flying, slash strike similar to Vega's old wall-leap, and a variety of command dash throws, which enable her to fly at the opponent and grab them if they don't block. Her super throw launches her at the opponent, and if she connects she wraps them into a giant cocoon hive thingy, which explodes. Her opening animation is hilarious: In bee form, she flies out of a pot of honey and transforms into her normal winged humanoid shape!

## BABY BONNIE HOOD

Okay, someone at Capcom is demented. Seriously. Baby Bonnie Hood's not just some sort of kung Fu crusty, she's Little Red Riding Hood with guns. Lots of guns. Short-range sub machine guns, a missile launcher, and a couple of big green army types in fatigues who help blow away her opponents in a super. I kept looking for the button to set off a nuclear device, maybe it wasn't in the prototype. Her normal attacks have very little range, and mostly involve pimp-slapping people with her picnic basket. She also summons her Granny during a super. Are you afraid of the big bad wolf?




## LILITH

Lilith is the least impressive new character, as she's simply Morrigan's head swapped, costume-slightly-altered sister, but I guess you can't have everything. She is quite cute, as she looks much younger and ditzier than Morrigan. Her moves include a legs-spinning-madly hurricane kick, an uppercut, and a move where she launches the enemy like an arrow out of a bow which springs from her shoulders.

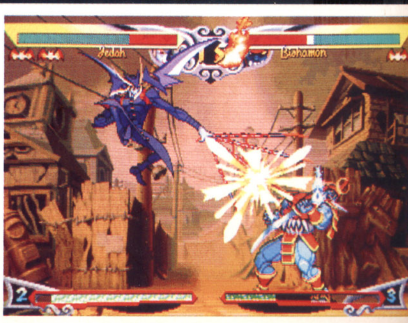


## JEDAH



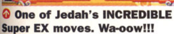

Whoa, Capcom has created an evil-looking, gnarled, razor-nailed (yeah they're at least nine inches), gothic Grim Reaper-type humanoid with a completely unique look, personality, and attacks. He wields a gigantic scythe and uses it in multiple murderous ways. For instance, he can throw/roll the scythe on the ground, and it swings with unbelievable range. If the opponent is unfortunate enough to jump and land on the whirling blade, they'll be slashed and suspended in the air, opening up a possible juggle combo. Jedah also has a variety of hellacious supers, and many of them create literally full-screen graphical effects. In one he sends forth a gigantic purple wave which can engulf the enemy and suck them in for massive damage, and it's completely unblockable! In another, a scroll drops down at the back of the screen, and Jedah signs a decree (presumably for your death).
ONE OF THE COOLEST FIGHTING GAME CHARACTERS OF ALL TIME, PERIOD.









One of Jedah's INCREDIBLE Super EX moves. Wa-oow!!!



Sasquatch demonstrates his new wind-up punch EX move.










## GOUTETSU, AT LAST?!

• Capcom has a tradition of including "location test" endings in its games. Though test versions never have the real endings (and rarely have final bosses...it's unclear whether Jedah will be the last boss or if some other, even beastlier character will be the boss), all test versions of Capcom games include SOME sort of ending, usually a placeholder graphic with a message such as "Thanks for playing," "See you next time," No Endings yet!," or a combination of the above.

• Well, the test version of *Vampire Saviour* featured something REALLY unsettling: a placeholder ending with the usual thank-you text and illustrations of several characters, one of which was...(drum roll)...Goutetsu!

• Let me preface this by saying the graphic might simply be a red herring from Capcom intended to torture the minds of players at the test site (the *Alpha 2* location test ending wasn't in any way devious, but it was certainly one of the funniest "fooled-ya, ha ha" test endings ever). However, the screen I saw definitely, positively depicts either Goutetsu or Gouken. I'm pretty sure it was the former, but I only got to see it for a second. It most assuredly was NOT Akuma (aka Gouki in Japan). True *Street Fighter* fans, of course, know the obscure storyline: Goutetsu trained Gouken and Akuma, Gouken trained Ryu and Ken. Akuma allegedly killed Gouken and Goutetsu, but maybe one of the masters survived.

• Could *Vampire Saviour* mark the long-awaited debut of Goutetsu as a hidden character? If so, I will be extremely NOT PLEASED because this momentous event should take place in a *Street Fighter* game, but whatever...why ask why?

• The chances that Goutetsu is actually playable in Vampire Saviour, in my opinion, are absolutely minute. However, it's hard to imagine Capcom including this graphic for no reason whatsoever. If this mysterious character does make an appearance in *Vampire Saviour* one way or another, remember you heard it here first. I don't think any other English-speaking magazine editor has yet bothered to play to the end of the game, nor do I imagine it likely that any other editor could even identify this little known character.

(Capcom have responded to the Goutetsu question. In fact it isn't Goutetsu who appears in the end sequence. Goutetsu isn't in *Street Fighter III*, or *Vampire Saviour*. This character could still be in the game however, but he IS NOT Goutetsu) – **CVG**



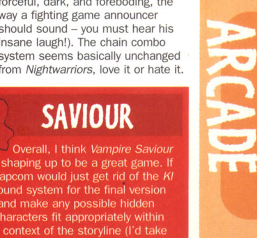
## LAST CUTS

Other things to watch out of for in *Vampire Saviour* are: a godly all-new intro featuring all the characters; a totally redone select screen; a computer opponent which (in the test version) was impossibly hard, maybe the second hardest AI of all time next to only *SSF II Turbo* (the CPU Jedah could take off 100% damage with two different supers!); spectacular new music, sound effects, and voices (for the first time in years the Capcom announcer actually sounds forceful, dark, and foreboding, the way a fighting game announcer should sound – you must hear his insane laugh!). The chain combo system seems basically unchanged from *Nightwarriors*, love it or hate it.

## NEW MOVES FOR ORIGINAL MONSTAS

*Vampire Saviour* features a total of 15 characters: the four new *Darkstalkers* plus Demitri, Morrigan, Felicia, Victor, Jon Talbain, Lord Raptor, Hsien-Ko, Anakaris, Bishamon, Rikuo, and Sasquatch. What about Donovan, Amanda (Anita in Japan...you know, Donovan's little companion from *Nightwarriors*), Huitzil, and Pyron, you ask? Gone to the monster graveyard in the sky, apparently. Maybe some of these characters will be included in the final version of the game...but I wouldn't count on it.

Not to be forgotten, the OMs (as opposed to OGs, or original gangstas, a term for Los Angeles-based hoodlums who've been around a while...I love warping stupid American slang) have all been retrofitted with new moves. The wackiest has to be Demitri's super where he turns you into a woman (even if you're playing as a male), and then sucks your blood. This is appropriately entitled the "Midnight Bliss." Other new moves include Victor's dashing giga-headbutt, Bishamon's rock drop, Hsien Ko's bomb toss, and Talbain's enhanced triple-dragon super.




## SAVIOUR

Overall, I think *Vampire Saviour* is shaping up to be a great game. If Capcom would just get rid of the *KI* round system for the final version and make any possible hidden characters fit appropriately within the context of the storyline (I'd take Amanda over Goutetsu any day, save the old master for *Alpha 3*), I'd be more than pleased.
***SLASHER QUAN***




## LEGEND

| | | |
|---|---|---|
| D | = | Down |
| DT | = | Down-Toward |
| T | = | Toward |
| A | = | Away |
| DA | = | Down-Away |
| U | = | Up |
| UA | = | Up-Away |
| UT | = | Up-Toward |
| P | = | Punch |
| 3P | = | 3 Punches |
| K | = | Kick |
| 3K | = | 3 Kicks |

CHARGE = Hold the indicated direction for two seconds





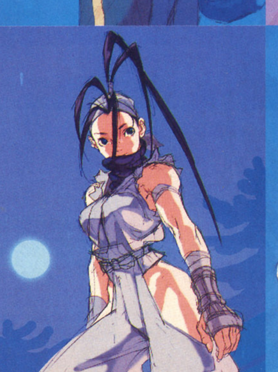

# STRATEGY GUIDE

Gaining respect the longer it stays in the arcade, *Street Fighter III* is attracting more and more players. To all these people we dedicate Slasher Quan's expert player's guide!







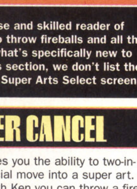




# BASIC TRAINING AND OVERVIEW



**Maybe we're taking a leap of faith here, but we're assuming you, the wise and skilled reader of CVG, have been playing *Street Fighter* long enough to understand how to throw fireballs and all the other basics that have been in the series for years now. We'll focus on what's specifically new to *Street Fighter III: New Generation.* Also, you'll notice in each character's section, we don't list the commands to do supers. That's because the commands are right on the Super Arts Select screen!**



## PARRYING

Parrying is possibly the most important and well-designed new addition to the *Street Fighter* engine in years. You can parry any attack except a throw/command throw. On the ground, you press T to parry a high attack (including jumping attacks, projectiles, standing normal moves, special moves, or anything else you would normally block high), or D to parry a low attack (including crouching moves or anything else you would normally block low). In the air, you press T to parry and bounce away from an attack, or D to parry and drop through an attack. When you parry an opponent's move, you often get the opportunity hit, throw, or even combo them immediately.



Parrying is very hard at first and must be learned as a rhythmic movement. For instance, supers which hit multiple times (both of Ryu's super fireballs, Oro's Yagyou Dama) can be fully parried, but only if the rhythm is right. Think of it as: tap..tap..tap, and NOT tap-taptap. Practice!



**Ibuki parries Ryu's punch move, then replies – Smack!**

## SUPER CANCEL

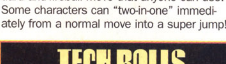
Simply, *SFIII* gives you the ability to two-in-one from a special move into a super art. For instance, with Ken you can throw a fireball and then instantly cancel (two-in-one) into a Shoryu Reppa while the fireball is still on the screen. This creates some great-looking combo possibilities, but fortunately the damage isn't too out of control.

## DASHING

In *SF III*, you can double-tap either T or A to dash forward or backward. This doesn't set up any special combos, but is useful in the middle of a juggle combo, or to surprise them with a throw.

## SUPER JUMPS

Press D,U or DA,UT or DT,UA for one of three new "super" jumps. These send you flying about 50% higher/farther than normal. The offensive (DA,UT) super jump is a standard anti-fireball move that anyone can use. Some characters can "two-in-one" immediately from a normal move into a super jump!



## TECH ROLLS



When you get knocked down, tap D as you're hitting the ground to quickly roll and land on your feet. You won't reduce the damage, but you will be in a much better retaliatory position than if you had been laid out on your back.

## CHAINS, LINKS, AND TWO-IN-ONES

Let's review a few combo terms, just in case you're not familiar with them. A chain combo is where you press a button, and then instantly press another button for a combo. (Note: *SF III* introduces Air Chains, previously only in the *Darkstalkers* series.) A link is where you press a button, and then delay a moment before pressing another button for a combo. Obviously, a link takes more timing and skill than a chain. Most normal move combos in *SF* these days are links, but there are a few chains. Two-in-ones, as you should know by now, is when you do a normal move and then INSTANTLY do the motion for a special or super art, which will interrupt the animation of the normal move for a combo.

## HOPPING OVERHEADS

Overheads (aka top-downs), which have been around since *SSF II Turbo*, can hit opponents in the crouching position. Every character now has a standard "hopping" overhead: simply double-tap down with punch or kick.

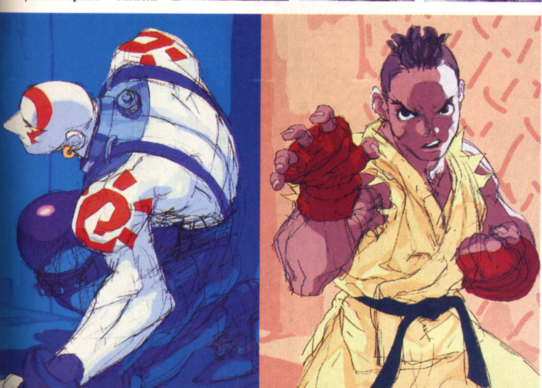




**Alex lands an overhead punch on Oro. Every *SF III* fighter has a 'top-down' move.**











# YUN & YANG








## STRATEGY

Their best normal moves are standing Fierce, low Roundhouse, and fakes with low Short and low Forward. At point-blank range, the low Strong is incredibly dominant (remember Rose's low Strong from *Alpha 2*?) and can counter practically anything. Try to parry attacks from close distance and follow with standing Fierce. If they jump at you, jump and do an air Jab chain into air Short. Don't rely to heavily on special moves, and always try to set up the big combos.

## SPECIAL ATTACKS

**HOP PUNCH (SENKYU TAI)**
**D,DT,T+P**
Use the Jab version after you block an opponent's move for free retaliatory damage. Otherwise, don't rely on it. The Strong and Fierce versions are nearly useless.

**PALM SHOCK (KOBO KUSHI)**
**D,DA,A+P**
This move has a long wind-up so be careful with it, but once it's fully extended it will counter nearly any ground move. Use it when they're getting up and if they try anything except a block/parry they'll get hit.

**FAKE PALM SHOCK**
**D,DA,A+3P**
This is a silly psyche-out, a la Ryu's fake fireball from *Alpha 2*.

**ROLLING KICK (ZE SHO HOHOU)**
**D,DT,T+K**
The Short version is used as an air counter (nearly as effective as a Ryu Jab Dragon Punch), but it must be done early so the kick is fully extended. The Roundhouse version can be used to roll under anticipated fireballs.

**HEAD FLIP THROW (ZENPOU TENSHIN)**
**T,DT,D,DA,A+K**
This awesome flip throw opens up a combo or super!

**DIVING HEAD KICK (RAIGEKI SHU)**
**DT or DA + kick in the air**
An annoying dive attack which will hit opponents if they don't block high.

## SUPER ARTS

**TENSHIN SENKUTAI**
This is their best super, always choose it. You can use it against a full-screen projectile, or if they miss a move on the ground.

**GENEI JIN**
Creates a multi-shadow super reminiscent of Rose's super from the Alpha series, and it speeds up your moves. However, this does not open any ultra-damaging combos as it did with Rose.

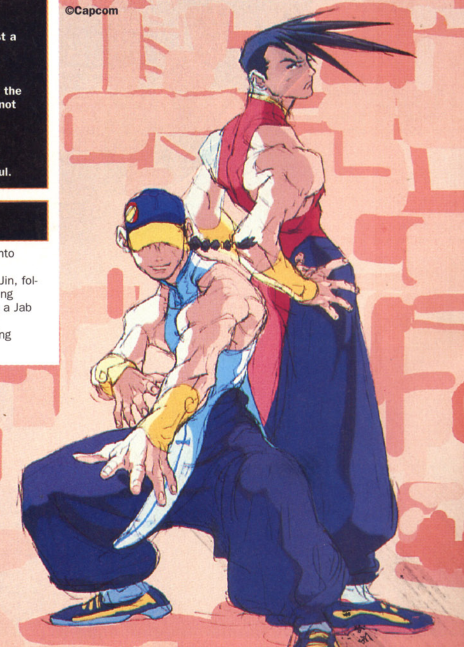
**SOURAI-REGEKI**
Use this when they make a mistake, such as when you block a Dudley dash. Due to its limited range, it's not exceedingly useful.

## COMBOS

**1.** Jump in Forward, ducking Jab, link into standing Strong, chain into standing Fierce, two-in-one into Palm Shock.
**2.** Same as #1, then super cancel from the Palm Shock into Geni Jin, followed by three Jab Hop Punches, two Short Rolling Kicks, a standing Forward (with this move the Genei Jin runs out), then jump and do a Jab air chain into Short.
**3.** Do the Head Flip Throw, then standing Strong, chain into standing Fierce, two-in-one into the Tenshin Senkutai.





# DUDLEY






## STRATEGY

Do a lot of fake-outs (standing Jabs and the sort) to draw them into attacking, and sock 'em with standing Fierce (this will hit missed sweeps). Short and Forward Dashing Uppercuts can be used to blast through in-between low attacks. If they throw a fireball, use the Ducking Straight. If you anticipate a fireball, jump in for a power combo. Dudley also wants to set up juggle combos with his low Roundhouse. In general, stay as close as possible.

## SUPER ARTS

**CORKSCREW DRILL**
Use this super when people are close to you (i.e., when someone's getting up).

**ROLLING THUNDER**
This is useful when people miss a move at close range. The range is better than the Corkscrew Drill, but it's got a long lag when you start the move.

**ROCKET UPPERCUT**
This is great when people jump at you. It can also be used when someone's close to you and you're getting up, but it's not as invincible as the Corkscrew Drill. It's also great for juggle combos.





Wait a minute, Dudley's not blocking...?




Now we know why! Poor Yun will regret being so confident!

## SPECIAL ATTACKS

**JET UPPERCUT**
**T,D,DT+P**
Like almost every character in *SF III*, Dudley steals a page from the Ryu/Ken book to gain this devastating uppercut.

**DASHING MULTI-PUNCH**
**D,DT,T+P**
This is useful to take off a fair chunk of blocked damage. Otherwise, it's not that great.

**DUCKING STRAIGHT**
**A,DA,D,DT,T+K+P**
This move crouches low and ends with a powerful straight punch.

**DUCKING UPPERCUT**
**A,DA,D,DT,T+K+K**
A variation of the Ducking Straight, this one ends in a massive two-hit uppercut which will hit opponents who are ducking.

**CROSS COUNTER**
**T,DT,D,DA,A+P**
Use this move against opponents who jump often. It does more damage in this case than they'll cause.

## COMBOS

**1.** Jump in Roundhouse, standing Short, chain into standing Forward, chain into standing Strong, chain into standing Fierce.



**2.** Low Roundhouse (near the corner), Roundhouse Ducking Uppercut, jump up with Fierce, when you land do the Corkscrew Drill.

# RYU

## STRATEGY

He now has a longer fireball delay, so the old throw a fireball/hit them out of the air strategy isn't too effective. Your main strategy is to keep them pinned down with Fireballs when they aren't at ideal jump-in range, and Dragon Punch or standing Roundhouse if they jump. The standing Roundhouse is also good to push them away on the ground. Ryu's strategy overall hasn't changed throughout the years, but you play him much differently depending on which super you choose.

## SUPER ARTS

**SHINKUU HADOKEN**
Same as it's been for the last three versions of SF. Probably the best all-around super for Ryu, it does great damage. Use it in a combo after a parry and watch 'em scream!

**SHIN SHORYUKEN**
If they're REALLY close to you, Ryu will switch arms and do ultra massive damage with this move. Try to pull it at point blank range.




**DENJIN HADOKEN**
Possibly the most misunderstood super in the game. Do the motion, then hold the button down as long as possible before releasing it. The longer you hold the button, the more damage and stun points you'll incur. At max strength you can get them dizzy in one shot, then follow with the combo of your choice! The best time to use this super is after you knock them down, throw them, or when you're at full-screen range. Try to get into a mind game. Start it up, and they may jump in an attempt to avoid it. Release it just as they're coming down and they'll eat big damage/dizzy points. Remember, this super is unblockable, so the only way for them to avoid is to jump or use a series of skilled parries.








## SPECIAL ATTACKS

**FIREBALL**
**D,DT,T+P**
Ryu's standard projectile attack is still very effective, but there are more ways for enemies to overcome it than ever, such as the Super Jump.

**DRAGON PUNCH**
**T,D,DT+P**
As it has been since *SSF II Turbo*, Ryu's Dragon Punch is not completely invincible.

**HURRICANE KICK**
**D,DA,A+K**
Doesn't travel over fireballs anymore.

**WIND-UP KICK**
**D,DT,T+K**
This new move is devastating. It's great in combos after a low Forward or low Fierce.

## COMBOS

**1.** Jump in Roundhouse, low Forward, two-in-one into Fierce Fireball, super cancel into the Super Uppercut, when they're falling do a Roundhouse Wind-Up Kick to hit 'em while they're falling.
**2.** Jump in Roundhouse, standing Fierce, chain into standing Roundhouse.



# KEN







Ken's dragon is as effective as ever!

## SPECIAL ATTACKS

**FIREBALL**
**D,DT,T+P**
Ken's projectile is still very effective.

**DRAGON PUNCH**
**T,D,DT+P**
Like in past games, the Fierce version ignites Ken's arm into flames.

**HURRICANE KICK**
**D,DA,A+K**
Doesn't travel over fireballs anymore.

## STRATEGY

If you don't know how to play Ken, you're... what... seven versions behind now? Ken plays much like Ryu, except of course with his supers, a couple of fun Forward kicks, and his multi-hit Hurricane Kick. The Hurricane Kick does lots of dizzy points so try to use it at close range.



## SUPER ARTS

**SHINRYUKEN**
The straight-up vertical Dragon Punch super is best against jumping opponents or when you get up from a knock down.

**SHORYU REPPA**
The horizontally-travelling super reaches out for big damage, and can overcome all ground attacks.

**SHIPPU JINRAI KYAKU**
This new super is best used after you block an attack which leaves them vulnerable. Also great in combos.




## COMBOS

**1.** Cross-up Forward, standing Strong, standing Fierce, two-in-one into the Roundhouse Hurricane Kick.
**2.** Jump in Roundhouse, low Forward, two-in-one into the Fireball, super cancel into Shippu Jinrai Kyaku.



Ken's end sequence shows his son and wife.

# ELENA

## STRATEGY

She relies on her normal moves far more than special moves. Approach the opponent and do her T+Strong overhead, her low Forward, and her low Strong, and occasionally her low Roundhouse. Keep all those moves in their face constantly, they have extremely high priority and are very frustrating. Her low Roundhouse has extraordinary range and can clean-trip a fireball thrower from 1/2 screen distance. If you have the Healing super and time's about to run out, start approaching them as if to attack, then super jump away, land, and heal before time runs out to win!




## COMBOS

**1.** Cross-up Forward, ducking Strong, two-in-one into the Roundhouse Scratch Wheel.
**2.** Ducking Short, two-in-one into the Roundhouse Scratch Wheel, super cancel into the Brave Dance.
**3.** Strong Mallet Smash, super cancel into the Spinning Beat.

## SPECIAL ATTACKS

**MALLET SMASH**
**T,DT,D,DA,A+P**
Use this when you're close. It's an overhead move, so they have to block it high. Think of this as very similar to Adon's Jaguar Kick from Alpha.

**RHINO HORN**
**D,DT,T+K**
Use this early so that your foot is extended when the move makes contact. This can counter a lot of ground moves, but it MUST be used early. If they jump in as you start it, they can hit you out easily. Unfortunately, if they block it, you're left vulnerable.

**SCRATCH WHEEL**
**T,D,DT+K**
Use this to counter someone's attacks as you're getting up, or when they jump at you.

One of our favourite Elena moves.

## SUPER ARTS

**HEALING**
If you can implement this effectively, it's Elena's best super and one of the best in the game. When you knock them off their feet with a powerful move or a sweep, go for it.

**BRAVE DANCE**
Elena breaks down a bunch of quick Scratch Wheels. Use this when they jump.

**SPINNING BEAT**
Elena hops in with multiple kicks to the face. Use it after a blocked move.

# ORO

## STRATEGY

It's a really loose comparison, but Oro is sort of the Guile of *SF III* due to his charge moves. In fact, standing Strong can advance you while keeping your charge, similar to Guile/Charlie's Forward hop. Oro wants to keep Jab fireballs in the enemy's face when far away, but avoid throwing them when close because the opponent's projectile will come out faster and stop Oro in mid-throw. His best normal moves are standing Forward, standing Fierce (overhead), and low Fierce (high damage). His low Strong has surprising range and effectiveness. When they jump at you, jump up with Roundhouse. Standing Strong can juggle them very well.



## SUPER ARTS

### YAGYOU DAMA

Probably Oro's best super, this is very versatile. It has a slow start-up time so don't use it when they're close on the ground, but once it's out, it's a devastating weapon. You can launch multiple Damas on the screen at once. Try to make them land on a Dama and get juggled when they jump at you. Also, you can get them trapped in the corner and use Oro's overhead Fierce combined with the Dama pressure to make them crack.

### TENGU STONE

This unleashes a bunch of random objects which distract the opponent, and they shield Oro from above. Every time Oro attacks, the objects will follow up by forming into a barrier in front of him. Any opponent foolish enough to retaliate will get slaughtered by the objects.

### KISHIN RIKI

This super enables Oro to grab the enemy in a super slam simply by touching them. A fun-looking move, but Yagyou Dama simply has more havoc-causing potential.

## COMBOS

**1.** Cross up Forward, standing Forward, two-in-one into Multi-Slam.
**2.** Jump in Fierce, low Forward, two-in-one into Fierce Flying Punch.
**3.** Throw a Yagyou Dama when they're near the corner. A) If they try to jump away, let the ball hit them once and then do a crouching Fierce, they'll get hit by the ball again and you can do another crouching Fierce etc (up to three Fierces total). B) If they don't try to jump, instead try a low Forward if they're going to block high, or an overhead Fierce if they'll block low. Either way, if they mis-block, the Dama will hit, and then you can follow with a low Forward into the Multi-Slam.

## SPECIAL ATTACKS

### FLYING PUNCH (ONIYANMA)

**Charge D,U+P**
Use this when they jump or when you're getting up. It has a tiny horizontal range but great vertical range.

### FIREBALL (NICHIRINSHO)

**Charge A,T+P**
Use the Jab on the ground a lot, and the Strong version when they jump from far away. Only use the Fierce version if they're going to jump from point-blank range.

### HEAD STOMP (JINCHU NOBORI)

**D,DT,T+K**
Use the Roundhouse version of this move from within half-screen distance when you sense a fireball. You can two-in-one into the Forward version at point-blank range, which will actually cross them up (force them to block the opposite direction or get hit). This move can be done in the air, which will often cause them to get crossed up.

### MULTI-SLAM (NIOURIKI)

**T,DT,D,DA,A+P**
This is a superb command throw. You can use it in combos.



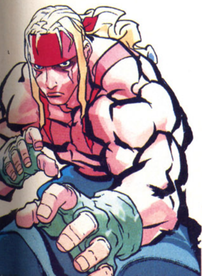


After picking his nose Oro flicks a large 'snotball' at Dudley.

# ALEX

## STRATEGY

Try to get close and use your power hits such as standing Roundhouse and standing Forward. If they're in your face with moves, use the amazing-priority standing Short to counter almost anything. Crouching Strong at close range also counters almost anything and does a lot of damage. Try to get the Power Bomb in as much as possible, and if you're using the Hyper Bomb, be willing to take a few hits in order to get it off (this crazy super will probably end the match).





## SUPER ARTS

### HYPER BOMB

This is a ridiculously powerful piledriver which can be implemented as easily as Zangief's old Spinning Piledriver, but with the added bonus of complete invincibility on activation. It can grab almost any move, even Dragon Punches! Probably Alex's best super.

### STUN GUN HEADBUTT

Like Birdie's Bull Revenger, this sends Alex flying through the air (conveniently, over fireballs), enabling him to grab them for big damage. When it connects, it leaves them DIZZY, setting up a combo. Altogether, you can take off 70% life with this super, plus added combo!

### BOOMERANG RAID

This is used after a missed block attack, and it sets up a grab at the end. Marginally useful compared to the other two supers.



## SPECIAL ATTACKS

### FLASH CHOP

**D,DT,T+P**
This can be used in combos or to set up a throw. It has limited range but is effective.

### AIR KNEE SMASH

**T,D,DT+K**
Whenever someone jumps at you, immediately use this move to nail 'em. It's comparable to Rose's Soul Throw from *Alpha 2*. You can also use this move to grab opponents who are jumping AWAY from you.

### POWER BOMB

**T,DT,D,DA,A+P**
Jump at the opponent without attacking, then do this when you land. Or do it after a Flash Chop. You can also Dash forward and do it which is very effective and surprising.

### AIR STOMP

**Charge D,U+K**
If it connects, Alex stomps 'em into the ground for big damage. As this is a high attack, the opponent must block high. Use this when people are approaching and they want to play foot games.

Alex is one of the stronger fighters!



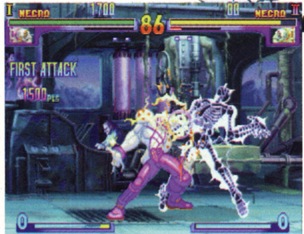
## COMBOS

**1.** Jump in Strong, standing Forward, two-in-one into Jab Flash Chop, Power Bomb.
**2.** Stungun Headbutt, dash close, Fierce Flash Chop, Power Bomb.
**3.** Jump in Roundhouse, A+Fierce.

# NECRO

## STRATEGY

Throw out random moves such as standing Forward and standing Strong. If they're blocking high, go for the Rubber Grab. If they jump in from close range, use A+Roundhouse or low Strong to hit them out of the air. He's sort of like Dhalsim...keep them out, but if they get close, go for an EM Blast or Slamdance.




Necro's Blanka like electricity does little damage.

## COMBOS

**1.** Standing Strong, two-in-one Fierce Tornado Hook, Slam Dance.
**2.** EM Blast, super cancel into Magnetic Storm.

## SUPER ARTS

**MAGNETIC STORM**
Probably Necro's best super, this should be used when they jump or as a super cancel from an EM Blast or Tornado Hook. Be sure to tap the button for extra damage.

**SLAMDANCE**
This move is used in the instances when the enemy is vulnerable, much like Alex's Hyper Bomb. Another good super.

**ELECTRIC SNAKE**
Used when you think opponents will block high or in combos. It has full-screen range, but is slow in execution.

## SPECIAL ATTACKS

**ELECTROMAGNETIC (EM) BLAST**
**T,D,DT+P (keep tapping punch)**
Good air counter, also use it when opponents are close. This has surprising range and does solid blocked damage.

**RISING COBRA**
**D,DA,A+K**
Try this when they're getting up for a nasty surprise; they have to block high. Also, use it if someone jumps from too far away and lands shallow.

**FANG VIPER**
**T,DT,D,DA,A+P**
Use this move to go over projectiles and sock 'em in the face and put them on the ground. They must block high.

**TORNADO HOOK**
**A,DA,D,DT,T+P**
Necro swings his arms around and goes for a very useful triple-hit combo. If the Fierce version connects, you can super cancel from it. The Strong version inflicts solid block damage, plus they can't retaliate.

**RUBBER GRAB**
**A,DA,D,DT,T+K**
This grabs them if they block high, so they have to block low. Decent range, this move will surprise opponents now and then.

# SEAN

## STRATEGY

Okay, now DON'T call him Dan! In case you didn't know his hilarious backstory, Sean was Ken's student but Ken abandoned him, so obviously Sean is meant to be the weakest (near Dan-like) character in the game...but he's not all that bad, actually. Use his Tornade when close and you think they'll do any standing attack. Use the low Forward two-in-one into the Sean Tackle, but don't follow through with the tackle...release the button, then repeat the Forward two-in-one for an annoying pattern. Only go through with the Tackle once in a long while or you'll get too predictable. Try to get jump-in opportunities for your Tornade combos.






## SUPER ARTS

**SHORYU CANNON**
Probably Sean's best super, this can unleash massive damage and can be substituted for the Dragon Smash in combos. Be sure to jam on the button for maximum damage.

**HADO BURST**
Very fast, but not much damage. Stick with one of the other supers.

**HYPER TORNADE**
A super version of the Tornade, this move is good after you block an attack which leaves them vulnerable.

## COMBOS

**1.** Cross up Forward, low Fierce, two-in-one into Tornade.
**2.** Jump in Forward, low Forward, two-in-one into Dragon Smash.
**3.** Jump in Roundhouse, standing Roundhouse, two-in-one into Jab Sean Tackle.

## SPECIAL ATTACKS

**SEAN TACKLE**
**D,DT,T+P**
Hold down the punch button to follow through and grab them, or release it to stop short. If you follow through, it can only be blocked low, but if they do block you are very vulnerable.

**TORNADE**
**D,DA,A+K**
Use this in combos or randomnly when close, If it hits it takes off lots of stun points and good damage.

**DRAGON SMASH**
**T,D,DT+P**
Just an uppercut with an added slam dunk bonus.

**FLYING DROPKICK (RYU BI KYAKU)**
**D,DT,T+K**
This is almost useless, so use it sparingly to surprise them. It can go over fireballs.

**ROLL**
**D,DA,A+P**
Nearly identical to Ken's Roll from Alpha, this move can be used to advance for cheap throw attempts.





Sean's 'Dragon' knocks the opponent up then down.

# IBUKI

## STRATEGY

Get close and alternate between low Roundhouse, her Triple Kick, jump-in Roundhouse, and the Air Stomp followed by Dagger. Keep the Daggers raining down and throw them while retreating when you have the lead. Otherwise, attack constantly with her high priority moves.



Ibuki's throws are extremely effective and annoying!

## COMBOS

1. Jump in Roundhouse, standing Strong, standing Fierce, Electric Slam.
2. Jump in Roundhouse, low Forward, two-in-one into Triple Kick, (optional) after the first hit of the triple kick super cancel into Hasho Sho.





## SUPER ARTS

**YOURI DOUSH**
Can only be used in combos. If you are a master of combos go for it, but as it's blockable, it's not too useful during a normal match. This is her best super if you are good at combos, otherwise go with Hasho Sho.

**KASUMI SUZAKU**
A very good super, but only if you can get it off when they're fairly close. If they're more than 1/2 screen away, the daggers won't combo and will only take off marginal damage.

**HASHO SHO**
This can be used for huge retaliation after you block a move which leaves them vulnerable.

## SPECIAL ATTACKS

**AIR STOMP (KUBIORI)**
**A,D,DA+K**
Use this move at mid-range distance and you think they'll do a fireball. This is a very good move because it's hard for opponents to retaliate against it, and even if they block, you can add on a dagger afterwards for extra blocked damage.

**DAGGER (KUNAI)**
**Jump and D,DT,T+P**
This is a very good projectile, sort of like Rolento's knives. However, the ability to start it any time in the air gives you great control.

**ELECTRIC SLAM (KOHOU)**
**T,DT,D,DA,A+P**
This command throw is used primarily in combos, as it's blockable.

**TRIPLE KICK (TSUMIJI)**
**D,DA,A+K, then K OR D+K**
Do the motion with kick to send Ibuki into a double kick move. Hit kick again for a third high kick, or down+kick to go low with the third hit. This is a good ground game pressure move. Sometimes you can get a rhythm going and trap opponents with little way out.

**RISING KICK (KAZEKIRI)**
**T,D,DT+K**
Use this is an uppercut-type move, used against jumping opponents, or when you're getting up.

**SLIDE THROW**
**D,DT,T+K**
This can only be blocked low and is extremely fast and often surprising. It's great to go under fireballs. However, it leaves her vulnerable if they block it. Do this when they're walking back and forth a lot.



# FINAL BOSS UPDATE

## GILL

Gill is the final boss in *SF III*. He only has one super, but that's more than enough. It's called Resurrection, and it literally brings him back to life after defeat. You effectively have to beat Gill all three rounds in a row, because by the second round he's usually charged up the Resurrection. It's quite worth it though, because *SF III* displays the finest hand-drawn cinematic ending art ever (through the stories are all generally lame). Capcom has confirmed the existence of a code to play as Gill, but won't say what it is yet. Stay tuned.















Both Gill's fire and ice sides are equally powerful.



KONAMI

CONTINUED FROM PAGE 26

With the largest booth at the show (joint with Capcom), nobody could beat Konami for the variety of games on offer this time around. With games on the PlayStation, Sega Saturn and Nintendo 64, it was a gamer's paradise for those tough enough to battle their way through the teeming crowds, waiting to get a go on one of the following.






## GOEMAN 5: (N64)

### Release – Summer

Our Japan correspondent,Warren Harrod, had a long go on *Goemon 5*, so he can go into quite a lot of detail here. There were two main options available – normal game mode or the 3D boss mode.

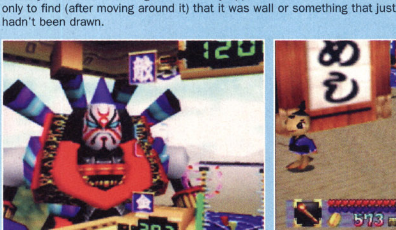
The 3D boss mode lets you battle the huge 3D robot boss that's been seen in all the mags up to now. The Z-trigger fires some kind of gun while another button allows you to punch. The 3D stick moves a "gun sight" around the screen. You are continuously moving forward all the time while the 3D boss is running, jumping and flying around the area in front of you.

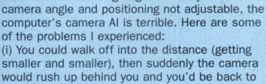
In the normal mode you can change between Goemon and Ebisu at any time. At first you are in a town but you can also explore a castle and the lands around the town. You can talk to people, collect money and attack baddies. Entering buildings, swimming and jumping from various blocks is also possible.

There are two main problems – firstly the main game engine is obviously not complete. Not only does the game have a tendency to crash (it froze-up several times and needed to be reset), there are all sorts of clipping problems with the polygons. At one stage, where I fell off a cliff into a waterfall and tried to jump, the screen went crazy! Although I could still control my character he was obviously stuck by some faulty collision detection. In addition there was a beautiful mountain range in the bottom left hand corner (god knows from whence it came!). Another case was where you would walk along and suddenly appear to hit an invisible barrier, only to find (after moving around it) that it was wall or something that just hadn't been drawn.












Second is the viewing angle. Not only is the camera angle and positioning not adjustable, the computer's camera AI is terrible. Here are some of the problems I experienced:

(i) You could walk off into the distance (getting smaller and smaller), then suddenly the camera would rush up behind you and you'd be back to full size again.

(ii) The camera would not move in any way. Wherever you went, no matter how far away, the camera would just refuse to follow you.

(iii) When turning left and right, you don't always have the camera behind you (usually when you are close up to an object). This makes it nigh on impossible to judge jumps or manoeuvre yourself around. (Not withstanding the confusing mish mash of polygons on top of that.)

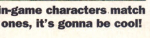
Other areas of concern are the character movements (Both when walking and swimming your characters move like badly-oiled robots) and the texture mapping (too plain and samey-looking). Generally speaking I'm more than surprised – I'm shocked that Konami had the nerve to wheel *Goemon 5* out before the public in this sorry state. No wonder most people left it alone or gave up on it in the first 60 seconds. Those who gallantly tried overcoming its problems were rewarded with their game seizing up on them. Yes this game was shown very early in development (it isn't due until August in Japan), but then so was *Mario*. And that was godly even in November 1995!

## DRACULA 3D: (N64)

### Release – Unknown

After the incredible PS Castlevania, it's difficult to imagine just how Konami could make it any better. But after seeing the demonstration video of this game it's just possible that they might be able to do it after all!

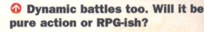


**If the in-game characters match these CG ones, it's gonna be cool!**



**Swinging across lethal pits is gonna be a whole new ball game!**

**Dynamic battles too. Will it be pure action or RPG-ish?**







## OTHER LIFE OTHER DREAMS: (PS)
### Release - Summer

This is RPG meets *Tamagochi*! During your adventures you can make the demons you meet as enemies, join your party. The way you do this is to collect their eggs. Demons's raised from eggs are easily influenced by humans so therefore, while adventuring, you're advised to keep an eye open for eggs and collect them. After taking the eggs home you must keep them warm in their little demon hutch and after they hatch you raise them. Hmm!

## POITERS POINT: (PS)
### Release - 12th June

A four player combat game set in a fixed arena is the sport of the future! By using only the objects placed in a stage, you must attack your opponents. Depending on the stage, the items available change. If the items run out a machine comes on and puts more items back on the stage. Fun with players maybe, but graphically lacking and a little basic for solo play.

## SALAMANDER DELUXE PACK PLUS (PS)
### Release - Summer; (SS) Release - 19th June

*Salamander*, *Salamander 2* and *Life Force* in one CD pack! Has new opening movies and demo! Authentic conversions of these classic shoot 'em ups that should prove popular with fans!

## MIDNIGHT RUN - ROAD FIGHTER 2: (PS)
### Release - Summer

After all the other big names had been announced, this arcade conversion almost slipped by unnoticed. Nothing really outstanding in the innovation stakes but a solid game nevertheless.

## CASTLEVANIA: (PS)
### Out Now Japan

We have to give a mention to this game (called *Dracula X* in Japan) which is currently sold out across Japan! Even at the show it was one of the most popular games there. The game comes with a great art book and *Dracula X* music compilation CD! See issue 185 for a more detailed look!

## PAROWARS: (PS)
### Release - Summer

This is a real nifty war simulation game based on all the characters from the *Parodius* series. Depending on the map you can have 2 to 4 players battling away. As you might expect all the action is crazy with loads of amusing features in that classic *Parodius* style!

## GENSO SUIKODEN: (SS)
### Release - Unknown

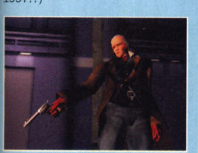
This excellent PS RPG is finally coming to the Saturn. No simple port, this is the 120% version. And that means never before seen places, monsters and events will features in this special SS version!

## TWIN BEE RPG: (PS)
### Release - Unknown

It's really at an early stage at the moment, but Konami's hugely popular (in Japan anyway) shooting character is now starring in his own RPG! Whatever next? Should be out this year.

## METAL GEAR SOLID: (PS)
### Release - Unknown

You couldn't play it, but the video demonstration we saw was fantastic. This has to be the hottest game in Konami's 1997 release schedule (if it comes out in 1997!?)



**Impressive rendered troops in the excellent show video.**



**Hopefully the gameplay will be as tense as the visuals!**

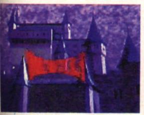


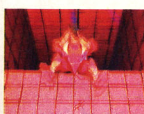
















**Looks like we're gonna be in for some top space marine action!**



**Woah. More confirmation that lightsabers are back in fashion**

## GAME SHOW FOLLOW UP!

More details on most, if not all, of the games featured in this report in future issues of CVG. The next major show report comes from E3 in Atlanta, USA. Here all the major Sony, Sega, AND Nintendo projects should be revealed in more detail. An on-the-spot report coming your way from E3 next issue!

# NEW GAMES

New Games is where you get your first look at the hottest up-and-coming software. As you can tell from the screenshots, *Quake* on the Saturn is looking fantastic already, while Capcom are ready to release another *Street Fighter*-spin off in the arcades!


Here's Norimaro beating the poop out of Cyclops!

40% COMPLETE | PC CD ROM | GOD GAME | BY BULLFROG | AUTUMN 97 RELEASE | 1-8 PLAYERS



## POPULOUS 3

**Finally, first pictures of the hugely-awaited third installment of the original God Game!**



With strategy games in the *Populous* style booming right now, Bullfrog have taken the game that started the whole ball rolling, and reinvented it to stay ahead of the competition. Rather than using an isometric view, *P3* features landscapes more akin to those in *Magic Carpet*. Each level is now a complete wraparound planet! The control-system is also drastically different. Gone is the 'influential' raising-lowering the land concept. Things are much more hands-on now, as you command your shamen to recruit wildmen, then instruct them to construct different types of buildings. Of course, you still get 'divine' powers as you become more powerful. Swarms of locusts and volcanoes being particularly spectacular! The animation on the little people is really superb. You can actually see them building the different houses. Your shamen can even preach to the enemy and they all huddle together and listen – allowing you to take advantage and start attacking them! And when they charge into battle it's like a scene right out of Braveheart! Other features include the likes of spies which you can send into enemy followers camps. Should prove excellent for the multiplayer mode!



80% COMPLETE | ARC | FIGHTING | BY CAPCOM | JULY RELEASE | 1-2 PLAYERS

## MARVEL SUPERHEROES VS STREET FIGHTER

***Marvel Superheroes Vs Street Fighter* was recently placed on location test in the US.**

Apparently, Capcom wanted a totally goofy character in *MSH Vs SF*, so they hired an ultra-popular Japanese comedian named Norio from the "tonnels" comedic team to design the new joke character. Dubbed Norimaro (a result of a Capcom naming contest won by a 13-year-old), he is an otaku (freak, or geek) who looks and acts like a nerdy Japanese schoolboy. He carries a bookbag and throws things like pens, triangles, and balls. He's a fan of Capcom video games and anime, and during his supers he dresses up in *Megaman* and other similar costumes. He idolises all superheroes, and for his taunt he holds open an autograph book and asks the opponent to sign it. Charlie and Cammy have been dropped form the line-up and have been replaced by Sakura and Dan from *SFA2*. The two have been *Marvel*-fied like their *SF* brethren, with Sakura receiving a powerful glowing Shoken (running uppercut). Dan has two new alterations, both hilarious. For example, his Gadoken (self-taught fireball) creates a massive energy field around him, tricking you into thinking he's about to unleash the most horrific fireball seen. But the Gadoken he throws is more pitifully small and useless than ever... it must be only four pixels tall! The lack of new features makes *MSH Vs SF* pretty disappointing at the moment, but hopefully the finished version will be up to Capcom's usual high standards.

70% COMPLETE | PC CD ROM | ADVENTURE | BY LUCASARTS | AUTUMN 97 RELEASE | 1 PLAYER



## THE CURSE OF MONKEY ISLAND

**Finally, the third game in the best point and click adventure series ever is on its way! Hooray for Guybrush Threepwood!**

*Monkey Island 3: The Curse Of Monkey Island* has a very different graphic style from the previous games. What is staying the same is the fantastic blend of puzzles, storyline and humour which made the first two games such classics. Hopefully we'll have a proper feature soon.

60% COMPLETE | PC CD ROM / PlayStation | ADVENTURE | BY REVOLUTION | SEPT RELEASE | 1 PLAYER



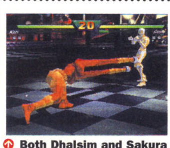


## BROKEN SWORD 2: THE SMOKING MIRROR

**The ending of the first game hinted at a sequel. Well here's the confirmation of the continuing adventures of George Stobbard.**

The game starts a couple of years after the end of the neo-Templar conspiracy. Once again you play George Stobbard – an American abroad, accompanied by the Parisian journalist Nico. Investigating a Central American crime syndicate leads our heroes not only into the heart of a ruthless drug smuggling operation, but also into the medieval mysteries of the Aztecs and the ancient civilisation of the Mayans. Boasting improved graphics, more interaction on each level, and even characters and locations revisited from the first game, *Broken Sword 2* has the makings of a top adventure.

70% COMPLETE | PlayStation | FIGHTING | BY ARIKA | SEPT RELEASE | 1-2 PLAYERS


Both Dhalsim and Sakura look excellent in 3D!

## STREET FIGHTER EX PLUS

***Street Fighter EX Plus* has recently been released in the arcades, and the PlayStation version is now in development with even more characters!**

As well as the characters from the standard arcade release of *SF EX*, the PlayStation version has the extra few characters from *SF EX Plus* (Akuma, Darun, Brair, Garuda, etc) AND Dhalsim and Sakura especially for the home! From the screenshots you can see that it looks identical to the arcade version, and will no doubt play just the same as well! Excellent!

70% COMPLETE | PC CD ROM / PlayStation | ADVENTURE | BY CRITERION | SUMMER 97 RELEASE | 1 PLAYER

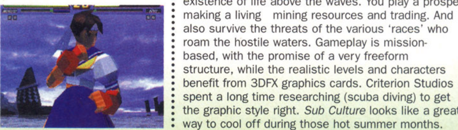




## SUB CULTURE

**The return of the eco-friendly game! Survive toxic waste and pollution, plus all manner of inhabitants in the miniature underwater adventure that is *Sub Culture*.**

Partly inspired by the classic *Elite*, and movies The Abyss and Leviathan, Sub Culture sees you at the controls of a miniature submarine. Explore the huge underwater civilisation that you inhabit, searching for food, ore and clues to the existence of life above the waves. You play a prospector who must survive by making a living mining resources and trading. And also survive the threats of the various 'races' who roam the hostile waters. Gameplay is mission-based, with the promise of a very freeform structure, while the realistic levels and characters benefit from 3DFX graphics cards. Criterion Studios spent a long time researching (scuba diving) to get the graphic style right. *Sub Culture* looks like a great way to cool off during those hot summer months.








20% COMPLETE | SEGA SATURN | CORRIDOR | BY LOBOTOMY | SUMMER 97 RELEASE | 1 PLAYER

# QUAKE



**After Rage's appaling conversion of *Doom* on the Saturn, id are being very careful about releasing screenshots of Lobotomy's *Quake* on the Saturn.** They don't really need to worry – we're played an early version of Saturn *Quake* and it's already unbelievable how good it is! Using a similar game engine to Saturn *Duke Nukem 3D* and *Exhumed*, the levels can be created almost exactly the same as on the PC, with just a few modifications to keep the speed up. On top of the PC features, Saturn *Quake* has real-time coloured lighting, making everything look even more solid! At the moment, only the start section and the first level have been done, but the latest version of the game has enemies in it which don't slow the action down at all! Lobotomy have said that it's not possible to make *Quake* a link-up game as it would slow the action down too much, but it should include all of the one-player features from the PC version. Saturn *Quake* will rule!






# DUKE NUKEM 3D

**Last month we showed you the world's first pictures of *Duke Nukem 3D* on the Nintendo 64. Now we've got the first pictures of the four-player mode!**
It's been confirmed that Lobotomy AREN'T working on the N64 version of *Duke Nukem 3D*. It's being programmed by Eurocom (most recently known for their conversion of Ultimate *Mortal Kombat 3* on the Saturn). They've already converted many of PC *Duke*'s levels and added a four-player split-screen mode which will let N64 owners experience the delights of the Dukematch – a simple battle to the death! The finished version will hopefully also have some nice lighting effects similar to those in the Saturn version (see page 38 for more details), so we'll keep you updated.



Two-player mode!



Four-player mode!



70% COMPLETE | SEGA SATURN | PlayStation | FIGHTING | BY CAPCOM | JULY RELEASE | 1-2 PLAYERS

# SUPER STREET FIGHTER II COLLECTION

**Super Street Fighter II Collection will include three games on two discs – *Super SF II*, *Super SF II Turbo*, and a "surprise" game "never before seen in the US".**
Unfortunately, the original *SF II*, *Champion Edition* and *SF II Turbo: Hyper Fighting* won't be included. The "surprise" is almost definitely going to be *Street Fighter Zero 2 Alpha* – it was only released in Japan and included bonus versions of other characters and an excellent Dramatic Battle mode.

100% COMPLETE | PlayStation | PUZZLE | BY GARAGE | OUT NOW | 1-2 PLAYERS



# IQ: INTELLIGENT QUBE

**Currently at number one in the all-format charts in Japan, *Intelligent Qube* is a surprisingly good action puzzle game!**
Blocks roll towards your little character, and you need to blow them up by dropping a blue marker and turning it red just as a block moves onto it. Bombing a black block will destroy one of the rows behind you, while a green block gives you a marker which will take out nine blocks at once. It's very simple, but gets extremely frantic and addictive before long. Hopefully we'll see an official release soon. Qool!



AND ALEX

# ZiG AND ZAG





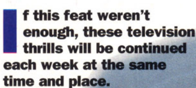
## CVG TEAMS UP WITH TV'S BEST-LOVED ALIENS

### THURSDAY 10TH APRIL 1997. 7.05 AM CHANNEL 4.

**If the above date, time and place doesn't mean anything to you, then you've probably missed the biggest televisual event since man walked on the moon. For on this remarkable moment in time, our very own Alex Huhtala made his astounding television debut!**

**If this feat weren't enough, these television thrills will be continued each week at the same time and place.**

For Alex has secured the position of Zig and Zag's new games loving friend! In the few short months he's been here, progressing from lay-about to young hustler, and now industry pundit, what could he possibly do next? We're just really pleased that another member of CVG has managed to blag their way onto television. Spreading the good word on video games! Anyway we'll just round up this month with a few words from Alex on why you should get up REALLY EARLY on Thursday mornings. Remember, it's not every magazine that can boast a friendly allegiance with a pair of aliens.




Made it Ma, top of the world. I'm on TV and weekly too! How did it happen? Well I'm not sure myself. It's all happened so fast. Basically Zig and Zag have been given a bigger time slot on The Big Breakfast. With their own show called Alien Alarm, and every Thursday morning I'm invited along. We'll be reviewing the latest games (when we can get them) and some weeks will be specifically themed, ie. the best driving game on each system. Most importantly, it is fun to watch. Not that what I say is very funny, I'm meant to be the serious one – the expert remember! However, Zig and Zag are allowed to be as funny as they want. Often interrupting my quick reviews with some truly bizarre questions. I can honestly say Zig and Zag are really nice and friendly. Really professional too! Anyway I hope you'll all be tuning in, as there are going to be some awesome competitions and exclusive previews of the hottest games. If there's anything you want to see on the show just write in. The producers and myself would like your feedback so that we can give you what you want. So if you want news on forthcoming games or cheats and tips just write in. That's all folks. See you on Thursday mornings!




**Alex can be seen with Zig and Zag every Thursday Morning on Channel 4, just after 7AM, and will be appearing in pantomime later this year... or maybe not!**










# PLAYSTATION PRICES SMASHED

**Official UK Products**
**Lowest Software Prices**
**0% Finance Deals**

**Special Reserve**
Live @ http://special.reserve.co.uk

## PLAYSTATION GAMES

• = NEW ITEM, xx% = REVIEW SCORE (TAP) = MULTIPLAYER VIA MULTITAP (LINK) = MULTIPLAYER VIA LINK CABLE, (ANL) = FEATURES ANALOGUE CONTROL

| | |
|---|---|
| 10 PIN ALLEY | 36.49 |
| 2 EXTREME | 29.99 |
| 4-4-2 • | 34.99 |
| ACTUA GOLF 94% | 33.99 |
| ACTUA SOCCER 94% | 31.99 |
| AIR COMBAT 88% (ANL) | 17.99 |
| ALIEN TRILOGY 94% | 34.99 |
| ANDRETTI RACING 87% (LINK) | 35.99 |
| AREA 51 (PLG) | 31.99 |
| ATARI GREATEST HITS | 27.99 |
| AYRTON SENNA KARTING (LINK) | 28.99 |
| BATMAN FOREVER COIN-OP | 34.99 |
| BATTLE ARENA TOSHINDEN 89% | 17.99 |
| BATTLE STATIONS • | 36.99 |
| BLACK DAWN 84% | 31.99 |
| BLAM! MACHINEHEAD | 27.99 |
| BLAST CHAMBER (TAP) | 17.99 |
| BLAZING DRAGONS | 28.99 |
| BROKEN HELIX • | 34.99 |
| BROKEN SWORD 90% | 33.99 |
| BUBBLE BOBBLE 2 | 26.99 |
| BUST A MOVE 2 90% | 23.99 |
| CASTLEVANIA • | 34.99 |
| CHRONICLES OF THE SWORD | 33.99 |
| CITY OF THE LOST CHILDREN | 37.49 |
| COMMAND & CONQUER 91% | 33.99 |
| COOL BOARDERS 91% | 33.99 |
| CRASH BANDICOOT 92% | 37.99 |
| CRIME WAVE | 34.99 |
| CROW: CITY OF ANGELS | 34.99 |
| CRYPT KILLER (PLG) | 35.99 |
| DARK FORCES | 29.99 |
| DARK STALKERS 88% | 25.99 |
| DESCENT 2 • | 34.99 |
| DESTRUCTION DERBY (ANL, LINK) | 17.99 |
| DESTRUCTION DERBY 2 91% (ANL) | 36.99 |
| DIE HARD TRILOGY 93% (PLG) | 35.99 |
| DISRUPTOR 82% | 34.99 |
| DOOM 93% (LINK) | 32.99 |
| DRAGONHEART: FIRE & STEEL | 34.99 |
| DUNGEON KEEPER | 34.99 |
| ECSTATICA | 34.99 |
| EPIDEMIC • | 32.99 |
| EXHUMED | 29.99 |
| FADE TO BLACK 90% | 24.99 |
| FIFA 97 (TAP) | 31.99 |
| FINAL DOOM (LINK) 90% | 32.49 |
| FIRO AND KLAWD 89% | 29.99 |
| FORMULA 1 94% (ANL, LINK) | 37.99 |
| GOAL STORM • | 34.99 |
| GUNSHIP 2000 90% | 24.99 |
| HARDCORE 4 X 4 | 29.99 |
| HEXEN | 31.99 |
| HI OCTANE 80% | 19.99 |
| INDEPENDENCE DAY | 34.99 |
| INT'L MOTO CROSS | 34.99 |
| INT'L S/STAR SOCCER DELUXE 95% | 31.99 |
| INT'L SUPERSTAR SOCCER PRO • | 34.99 |
| INT'L TRACK AND FIELD 85% (TAP) | 33.99 |
| IRON & BLOOD 83% | 32.99 |
| JET RIDER 85% | 29.99 |
| JOHN MADDEN NFL 97 (TAP) 81% | 33.99 |
| JONAH LOMU RUGBY | 34.99 |
| KINGSFIELD 82% • | 29.99 |
| LEGACY OF KAIN 93% | 32.99 |
| LETHAL ENFORCERS • | 34.99 |
| LITTLE BIG ADVENTURE • | 35.99 |
| LOMAX | 34.99 |
| MAGIC THE GATHERING | 34.99 |
| MECHWARRIOR 2 90% | 32.99 |
| MICRO MACHINES 3 94% | 34.99 |
| MONSTER TRUCKS | 33.99 |
| MORTAL KOMBAT TRILOGY 92% | 29.99 |
| MOTOR TOON 2 (LINK) 84% | 33.99 |
| MYST | 33.99 |
| NAMCO MUSEUM VOLUME 1 | 34.99 |
| NAMCO MUSEUM VOLUME 2 | 32.49 |
| NAMCO MUSEUM VOL 3 84% • | 29.99 |
| NAMCO SMASH COURT (TAP) | 33.49 |
| NAMCO SOCCER PRIME GOAL | 29.99 |
| NBA IN THE ZONE 2 92% | 34.99 |
| NBA JAM EXTREME 85% | 34.99 |
| NBA LIVE 97 (TAP) 90% | 34.99 |
| NEED FOR SPEED 2 • | 36.99 |
| NEED FOR SPEED 94% (ANL, LINK) | 34.99 |
| NFL QUARTERBACK CLUB 97 (TAP) | 29.99 |
| NHL 97 (TAP) 90% | 31.99 |
| NHL FACE OFF 97 • | 29.99 |
| ONSIDE SOCCER 85% | 33.99 |
| PANDEMONIUM 92% | 32.99 |
| PARODIUS • | 34.99 |
| PETE SAMPRAS EXTREME TENNIS 90% (LINK, TAP) | 32.99 |
| PGA TOUR GOLF 97 | 29.99 |
| PLAYER MANAGER | 36.99 |
| PORSHE CHALLENGE | 34.99 |
| POWER MOVE PRO WRESTLING 86% | 32.49 |
| PRO PINBALL 90% | 29.99 |
| PROJECT OVERKILL 89% | 34.99 |
| RAGE RACER | Please Call |
| RE-LOADED | 26.99 |
| REBEL ASSAULT 2 (PLG) | 34.99 |
| RESIDENT EVIL 95% | 35.99 |
| RIDGE RACER 93% (ANL) | 17.99 |
| RIDGE RACER REVOLUTION 90% (ANL, LINK) | 35.99 |
| ROAD RAGE | 35.99 |
| ROAD RASH | 26.99 |
| ROBOTRON X 81% | 26.99 |
| SIM CITY 2000 91% | 35.99 |
| SOCCER 97 | 35.99 |
| SOVIET STRIKE 82% | 35.99 |
| SPACE JAM | 35.99 |
| SPOT GOES TO HOLLYWOOD | 27.99 |
| STAR GLADIATOR 81% | 27.99 |
| STREETFIGHTER ALPHA 93% | 29.99 |
| STREETFIGHTER ALPHA 2 94% | 28.99 |
| SUIKODEN | 34.99 |
| SUPER PUZZLE FIGHTER 2 • | 26.99 |
| SYNDICATE WARS | 34.99 |
| TEKKEN 95% | 17.99 |
| TEKKEN 2 95% | 38.99 |
| THEME HOSPITAL | 35.99 |
| TILT 89% | 31.49 |
| TOBAL NO. 1 92% | 34.49 |
| TOMB RAIDER 95% | 34.99 |
| TOP GUN | 24.99 |
| TOTAL NBA (TAP) 93% | 36.99 |
| TOTAL NBA 97 • | 32.99 |
| TRANSPORT TYCOON DELUXE | 31.99 |
| **TRIPLE PACK** EXTREME SPORTS, BUBBLE BOBBLE, RAINBOW ISLAND 85% | **44.99** |
| TUNNEL B1 80% | 29.99 |
| **TWIN PACK** - BUBBLE BOBBLE & RAINBOW ISLAND 85% | **23.99** |
| - RIDGE RACER & WORMS | **36.99** |
| TWISTED METAL WORLD TOUR | 36.99 |
| V - RALLY • | 38.99 |
| VANDAL HEARTS • | 34.99 |
| VICTORY BOXING 85% | 34.99 |
| VIRTUAL POOL • | 34.99 |
| WILLIAMS ARCADE GREATEST 80% | 19.99 |
| WING COMMANDER 4 | 36.99 |
| WIPEOUT 94% (ANL, LINK) | 17.99 |
| WIPEOUT 2097 (ANL, LINK) 93% | 38.49 |
| WORMS 92% | 22.99 |
| WWF IN YOUR HOUSE | 29.99 |
| X-COM ENEMY UNKNOWN | 19.99 |
| X-COM: TERROR FROM THE DEEP | 24.99 |
| X-FILES | 34.99 |
| X2 (PROJECT X2) | 23.99 |

**0% FINANCE AVAILABLE**

**SAVE £30**

**SONY KV-14MI 14" REMOTE CONTROL TV 169.99**

**SONY KV-M14TI 14" FASTEXT REMOTE CONTROL TV 219.99**

✔ 14" Black Trinitron tube
✔ SCART input ✔ Front A/V inputs
✔ Simple Menu ✔ Remote control
✔ Loop aerial ✔ 1 button tuning
✔ Tilt and swivel ✔ Widescreen mode
✔ Teletext on KV-M14TI

0% finance available on all Sony SCART TV's. 10% deposit and 9 equal monthly repayments subject to status. APR 0% Call 01279 600204 to apply

**0% FINANCE ON ALL SONY TV's**

**SONY KV-16WS1 NICAM 16" WIDESCREEN TV 399.99**

✔ 16" Super Trinitron tube
✔ NICAM Stereo ✔ Widescreen
✔ Remote control ✔ SCART input
✔ Full range speakers ✔ Teletext
✔ Games Button ✔ Sleep timer

**SCART LEADS FOR A PIXEL PERFECT PICTURE**

**SCART LEAD – PLAYSTATION ... 9.49**
**SCART LEAD – N64 ... 9.99**

## PLAYSTATION + CONTROLLER £124.99

All PlayStations include one controller, RF lead and "Demo 1" CD containing 5 playable demos.

**PLAYSTATION + ACTUA SOCCER ... 144.99**
**PLAYSTATION + PANDEMONIUM ... 147.99**
**PLAYSTATION + TOMB RAIDER ... 157.99**
**PLAYSTATION + FORMULA ONE ... 159.99**
**PLAYSTATION "FIRE" PACK ... 144.99**
Includes memory card and extra Logic 3 controller

### 0% FINANCE DEALS

**PLAYSTATION "BIG DEAL 2" ... 249.99**
• PlayStation with Demo CD • Official controller
• Pandemonium • Tomb Raider • Actua Soccer
• Memory card • Extra Logic 3 controller

Total price £249.99. APR 0%. Save £49 on combined RRP. Offer subject to status. To apply for 0% finance please place your order by telephone on 01279 600204 or at one of our club shops.

**PLAYSTATION "GREATEST DEAL" 319.99**
• PlayStation with Demo CD • Official controller
• Tekken • Formula 1 • Ridge Racer
• Die Hard Trilogy • Actua Soccer
• Memory card • Predator light gun
• Extra Logic 3 controller

**0% FINANCE AVAILABLE**

## PLAYSTATION CONTROLLERS

**OFFICIAL CONTROLLER FOR PLAYSTATION 22.49**

**SAITEK MEGAPAD 11 JOYPAD 13.99**
ERGONOMIC HAND GRIP DESIGN, AUTOFIRE, 8 TURBOFIRE BUTTONS AND INSTANTANEOUS RESPONSE

**PREDATOR LIGHT GUN 21.99**
3 SPEED AUTOFIRE, AUTO RELOAD AND LED DISPLAY LIGHTS. COMPATIBLE WITH GAMES MARKED (PLG)

**GAMESTER STEERING WHEEL AND FOOTPEDALS 63.99**
ANALOGUE STEERING, BRAKE AND ACCELERATOR. 8 DIGITAL ACTION BUTTONS, COMPATIBLE WITH GAMES MARKED (ANL)

## MEMORY CARDS

**FIRE MEMORY CARD ... 15.99**
15 SAVE SLOTS

**HIGH CAPACITY MEMORY CARD 26.99**
120 SAVE GAME SLOTS, 8 TIMES MORE THAN STANDARD MEMORY CARD

**SUPER HIGH CAPACITY MEMORY CARD ... 37.99**
MASSIVE 360 SAVE GAME SLOTS, EQUAL TO 24 STANDARD CARDS

**OFFICIAL MEMORY CARD FOR PLAYSTATION ... 21.99**

## OTHER ACCESSORIES

**DUST COVER FOR PLAYSTATION ... 7.99**

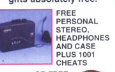
**LINK CABLE FOR PLAYSTATION ... 9.99**
CONNECT TWO MACHINES FOR HEAD-TO-HEAD GAMES MARKED (LINK)

**SCART LEAD - PLAYSTATION RGB ... 9.49**
ALLOWS HIGH QUALITY PIXEL PERFECT PICTURE

**SONY MULTI-TAP ... 27.99**
PLUGS INTO CONTROLLER PORT ALLOWING UPTO 4 CONTROLLERS TO BE CONNECTED TO ONE PORT

# FREE

**Buy any one item from our entire catalogue at the same time as joining or renewing for a year or more and we'll give you a choice of these fantastic gifts absolutely free.**



**FREE PERSONAL STEREO, HEADPHONES AND CASE PLUS 1001 CHEATS**

**OR FREE FOOTBALL PLUS 1001 CHEATS**
SIZE 5, 82 PANEL, STITCHED PVC COATED FOOTBALL

**OR FREE CD WALLET WITH MOUSE MAT AND 1001 CHEATS**
5 MAT DESIGNS TO CHOOSE FROM

**OR CHOOSE AN ALL STAR VIDEO**

**FREE RUNNING MAN VIDEO (18) PLUS 1001 CHEATS**

**OR FREE TOMBSTONE VIDEO (15) PLUS 1001 CHEATS**

**OR FREE CLIFFHANGER VIDEO (18) PLUS 1001 CHEATS**

ALL OFFERS SUBJECT TO STOCK. OTHER OFFERS ARE AVAILABLE. OVERSEAS MEMBERS PLEASE ADD £2 POSTAGE

**FREE TO ENTER**
**Special Reserve Fantasy Formula 1**
**£23,000 worth of prizes!**
A Lotus Elise, 17 PlayStations 17 copies of Formula 1, 17 Gamester Steering Wheels
**Play by post, at our Club Shops or live on our web site**

# NINTENDO 64 — WE'VE PUNCHED A HOLE IN N64 PRICES

## NINTENDO 64 GAMES

| | |
|---|---|
| BUGGIE BOOGIE | Please Call |
| CLIMBER | Please Call |
| CRUSIN USA | Please Call |
| **FIFA SOCCER** | **44.99** |
| F-ZERO 64 | Please Call |
| GOLDENEYE 007 | Please Call |
| GOLF | Please Call |
| **INTERNATIONAL SUPERSTAR SOCCER 64** | **49.99** |
| KIRBY'S AIR RIDE | Please Call |
| MARIO KART 64 | Please Call |
| **PILOT WINGS 64** | **39.99** |
| **SHADOWS OF EMPIRE** | **49.99** |
| STAR FOX 64 | Please Call |
| **SUPER MARIO 64** | **49.99** |
| TETRISPHERE | Please Call |
| **TUROK DINOSAUR HUNTER** | **57.99** |
| **WAVE RACE 64** | **44.99** |
| YOSHI'S ISLAND | Please Call |

## NINTENDO 64 WITH 3D CONTROLLER, £239.99

**RF LEAD PLUS FREE 256k MEMORY CARD**

**NINTENDO 64 WITH 3D CONTROLLER AND TUROK DINOSAUR HUNTER ... 279.99 ... Save £40**

**NINTENDO 64 WITH 3D CONTROLLER AND SUPER MARIO 64 ... 284.99 ... Save £35**

### 0% FINANCE DEALS

**Nintendo 64 BIG DEAL consists of: £339.99**
• NINTENDO 64 CONSOLE & CONTROLLER
• SUPER MARIO 64 • 1MB MEMORY CARD
• EXTRA OFFICIAL NINTENDO 3D CONTROLLER

Total price £339.99. £33.99 deposit plus nine further monthly repayments of £34.00. APR 0%. Save £30 on combined RRP. Offer subject to status. Apply for 0% finance on 01279 600204 or at one of our club shops.

**Nintendo 64 GREATEST DEAL consists of: £389.99**
• NINTENDO 64 CONSOLE & CONTROLLER
• SUPER MARIO 64 • TUROK - DINOSAUR HUNTER
• EXTRA OFFICIAL NINTENDO 3D CONTROLLER
• 1 MB MEMORY CARD • RF LEAD FOR NORMAL TV

**0% FINANCE AVAILABLE**

## NINTENDO 64 EXTRAS

**FLIGHT FORCE PRO JOYSTICK FOR NINTENDO 64 ... 46.99**
ANALOGUE PROGRESSIONAL JOYSTICK, ERGONOMIC HAND GRIP, 20 BUTTON JOYSTICK CONTROLLER, 3 ANALOGUE AXIS, 18 PROGRAMMABLE BUTTONS. AUTO FIRE AND SLOW MOTION



**NINTENDO 64 3D CONTROLLER ... 29.99**
OFFICIAL CONTROLLER, ANALOGUE AND DIGITAL CONTROL, 6 ACTION BUTTONS, 2 SHOULDER BUTTONS AND TRIGGER CONTROL

**SPOOK 3D CONTROLLERS 22.99**
ANALOGUE AND DIGITAL CONTROL, 6 ACTION BUTTONS, 2 SHOULDER BUTTONS AND TRIGGER CONTROL. AVAILABLE IN BLACK, BLUE, GREEN, RED, WHITE AND YELLOW

**SCART LEAD - NINTENDO 64 TO TV ... 9.99**
PROVIDES PIXEL PERFECT RGB PICTURE ON A SCART TV

**JOYTECH 256K MEMORY CARD ... 9.99**
**SPOOK 1 MB MEMORY CARD ... 19.99**
FULL LOAD AND SAVE FUNCTIONS. WORKS WITH ANY NINTENDO 64 GAME THAT INCLUDES SAVE GAME OPTION

**HI-FI AUDIO LEAD - NINTENDO 64 ... 9.99**
CONNECTS VIA PHONO INPUTS

**TV LEAD - NINTENDO 64 TO SVHS TV OR VIDEO ... 14.99**
CONNECTS NINTENDO 64 TO SVHS INPUT ON TV OR VIDEO

**X-TENDER CABLE - NINTENDO 64 ... 9.99**
EXTENDS CONTROLLER CABLE BY 1.5 METRES

**NINTENDO 64 DELUXE CARRY CASE ... 24.99**
ALLOWS STORAGE OF CONSOLE, 2 PADS AND 6 CARTS

## SEGA SATURN & CONTROLLER £119.99

**WITH 2 PLAYABLE DEMO CD'S**

**SEGA SATURN WITH CONTROLLER AND VIRTUA FIGHTER 2 ... 134.99 ... Save £45**

**SEGA SATURN WITH CONTROLLER AND SEGA RALLY ... 134.99 ... Save £45**

## SATURN GAMES

| | |
|---|---|
| COMMAND & CONQUER 91% | 36.99 |
| DARK SAVIOUR 92% | 33.99 |
| DAYTONA USA CHAMP 93% | 24.99 |
| DIE HARD ARCADE 92% | 37.49 |
| DIE HARD TRILOGY 93% (PLG) | 37.49 |
| EXHUMED 92% | 29.99 |
| FORMULA 1 CHALLENGE 90% | 34.99 |
| JOHN MADDEN NFL 97 91% | 37.49 |
| MANX TT 91% | 37.99 |
| NIGHTS + JOYPAD 96% | 39.99 |
| SEGA RALLY 97% | 22.99 |
| SIM CITY 2000 | 25.99 |
| SONIC 3D 90% | 37.49 |
| SOVIET STRIKE 91% | 36.99 |
| STREETFIGHTER ALPHA 2 88% | 31.99 |
| TOMB RAIDER 95% | 37.49 |
| TWIN PACK - BUBBLE BOBBLE & RAINBOW ISLAND 80% | 25.99 |
| VIRTUA COP 2 (PLG) | 34.99 |
| VIRTUA COP 2 WITH GUN 95% | 49.99 |
| VIRTUAL ON 89% | 37.49 |
| WORLDWIDE SOCCER 97 91% | 19.99 |

## Special Reserve 01279 600204

Or fax your order on 01279 726842 - We'll fax back to confirm
Open 9.30am to 8pm (Mon-Sat) 10am to 5pm (Sun & Bank Holidays)

**We only supply members but you can order as you join**

**Trial Membership only £1**
Trial Members receive one issue of the club magazine. Valid for one order.

**Annual Membership (UK) £7.50**
**ANNUAL MEMBERSHIP FEES UK £7.50 EC £10.00 WORLD £12.00**
Members receive ten issues of the colour club magazine per year.
There is no obligation to buy anything.
All prices include VAT and carriage to MOST UK mainland addresses.

(BLOCK CAPITALS please) C & VG

Name & Address ____________________

Postcode __________ Phone No __________ Machine __________

Enter membership number (if applicable) or
NEW MEMBERSHIP FEE (ANNUAL UK £7.50)

item ____________________
item ____________________
item ____________________
item ____________________

For **OPTIONAL** first class post add 50p per item
For **OPTIONAL** fast delivery on hardware add £3.00

ALL PRICES INCLUDE UK POSTAGE & VAT
Cheque/P.O./Mastercard/Creditcharge/Switch/Visa £

CREDIT CARD EXPIRY DATE __________ SIGNATURE __________ SWITCH (ISSUE NO ______)

Overseas orders must be paid by credit card.
Hardware items (mains) are only supplied to UK addresses.
Overseas surcharge £2.00 per software item or 25% on other items

**Cheques payable to**
**Special Reserve at PO Box 847, Harlow, CM21 9PH**

**Special Reserve is mainly mail order but we also have**
**Three impressive Special Reserve Shops**

| Chelmsford, Essex | Sawbridgeworth, Herts | Bristol Avon |
|---|---|---|
| 43 Broomfield Rd | The Maltings, Station Rd | 351 Gloucester Rd (A38) |
| near the bus station | near the train station | 1½ miles from the centre |

Some items bought in the shops carry a £1 surcharge on the mail order prices
All Special Reserve Club Shops have trained technicians and PC repair and upgrade facilities
Play Mario 64 or enter our £23,000 F1 game while we fit RAM or a graphics card to your PC

Inevitably some products listed may not yet be available. Please phone to check availability.
Prices may change without prior notification. SAVE = Saving off full recommended price.
Sent to press 16.04.97 Errors & Ommisions Excluded.
Inter-Mediates Ltd, The Maltings, Sawbridgeworth, Herts CM21 9PG

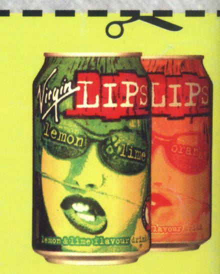
# UNISEX TOILET



**ENQUIRIES: CALL 0500 011 806**

Stick this up. Take cover and prepare to wet yourself.

## WET YOURSELF WITH VIRGIN LIPS



computer and video games

June 1997

# FREEPLAY

Issue 14

## MIYAMOTO vs SUZUKI
## NINTENDO AND SEGA SUPREMOS FACE OFF!

**Among all of the excitement at the Tokyo Game Show, spectators were also able to witness a showdown between two of the biggest names in the videogame world – Yu Suzuki and Shigeru Miyamoto!**

On the second day of the Tokyo Game Show, an event called the Game Creators' Conference was held. An incredible gathering in which famous figures from the industry sat together to discuss – and question the others – about their upcoming software.

One particular session involved four guest speakers – Mr Okamoto of Capcom, Mr Nakamura from Chunsoft, Nintendo's Mr Miyamoto and Sega's Mr Suzuki. During the interview, the head of Sega's R&D department said he would like to work on *Virtua Fighter 4*, however, he and all the AM2 staff are busy on other projects and wouldn't be able to begin work this year. Exactly what project he's currently involved in is unclear, but he did say that having worked with *VF* up to its third instalment he's keen on making something new (word is it's his own Model 3 follow-up to *Daytona*).

Talk of *Virtua Fighter 3* led to queries about the as yet unseen Saturn version (which is supposed to be released by the end of this year). The question coming from none other than *Mario* creator Shigeru Miyamoto! In a teasing mood, he asked "What happened to *VF3* for Saturn?" However, the AM2 chief coolly managed to evade directly answering the question. Later though, the tables were turned when Mr Miyamoto was asked about the current status of the much-shrouded *Zelda 64*. He didn't give an answer either!!

The full interview during which this titanic confrontation took place is quite lengthy. However, we're hoping to get a full transcript of it soon, when we'll give you more highlights from it!

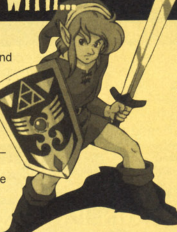


Virtua Fighter 3. Nothing yet to see.

## SO WHAT IS HAPPENING WITH...

### ZELDA 64?

Nothing new since we reported last month that Nintendo are working on both a cartridge AND 64DD version of the game – the cart version scheduled for Japanese release this Autumn. There is, however, fresh talk about the 64DD itself. Latest claims are that the machine will feature a built-in chip storing over 10,000 pre-sampled sound effects – instruments, explosions, gunshots etc. Also, there will be a phone socket at the back – for on-line gaming! Supposedly you'll be able to call a friend direct and play them. Awesome if it's true!



Zelda 64. This autumn!

### VIRTUA FIGHTER 3?

Latest word on the grapevine (and we don't endorse any of this, we're just telling you!) is that Black Belt is actually the name of the booster cartridge for Saturn *VF3*. Their 64-bit console in development (see last issue) is now codename Dural! Said to house Hitachi's new SH4 chip, a 200Mhz 64-bit CPU, new 3D FX technology and a Microsoft operating system. It's supposedly scheduled for release at the end of next year with *Scud Race* and *VF3*. We'll believe it when we see it!

## THE RED-HOT RUMOURS DEPT! HOTTER THAN EVER!

**All the rumblings from the gaming underground. We keep you informed!**

Sony are scrapping the PlayStation link-up cable, developers have been told not to make games support it! • *Hexen* on Saturn is definitely link-up. *Biohazard 2* is confirmed for Saturn. The PS version won't be released until March next year! • Sony have built a new PS manufacturing plant in Japan, and after E3 they're dropping the price of a US PlayStation to $99.99.
• Expect to see PS *Vampire Saviour*, *Ghouls 'N' Ghosts 64* and *Zelda 64* at the E3. Namco will unveil their first N64 games there also – an RPG and a sports title.
• PlayStation *Tekken 3* will not use a upgrade cartridge, Namco intend on converting the game as closely as possible without one!
• The President of Sony Japan has said there won't be a PlayStation 2 for at least another 3 to 4 years.
• Top on-line services AOL and Compuserve are to merge.
• Core are working on *Tomb Raider 64*, said to be ready in six months.
• *Street Fighter 3* is coming to PlayStation and Saturn this December. N64 version also rumoured.
• *Exhumed 64* is confirmed.

## READERS MOST WANTED CHART

**Incredible, no sooner is the N64 released then you holler for a price drop (quite justifiably).**

| | | |
|---|---|---|
| 1 | RESIDENT EVIL 2 | SAT/PS |
| 2 | N64 AND GAMES PRICE CUT GAMES | UK |
| 3 | MARIO KART 64 | N64 |
| 4 | FINAL FANTASY VII | PS |
| 5 | ZELDA 64 | N64 |
| 6 | VIRTUA FIGHTER 3 | SAT |
| 7 | SATURN SONIC (BY YUJI NAKA) | SAT MK4 |
| 8 | FIGHTERS MEGAMIX | SAT/ UK |
| 9 | 64DD | ANYWHERE |
| 10 | TIME CRISIS | PS |

Just failing to make the chart was *Worms 64* (thankfully). Others include *NiGHTS 2*, *Ultimate Fighting Universe* (you fools), a Sega/Sony console, the failure of PlayStation, *Street Fighter Megamix* (it's happening!), *Tekken Trilogy*, *Ridge Racer Trilogy*, a *Sega Rally* sequel, *Theme Town* (isn't that *Sim City* moron?), a Nintendo handheld (heard of Gameboy?) and a 3D Spiderman game on N64. Keep sending them in, but while your humorous ones sometimes amuse us (*Buttomania Monkey*?), they're mostly unfunny (invisible cream). Send in proper ones, dickwads!

## Contents










# OFFICIAL CHART ROUND-UP

## UK MULTI-FORMAT SALES TOP 20

| THIS | LAST | TITLE | FORMAT | PUBLISHER |
|---|---|---|---|---|
| **1** | **NE** | **MICRO MACHINES V3** | **PLAYSTATION** | **CODEMASTERS** |
| 2 | 1 | MARIO 64 | NINTENDO 64 | NINTENDO |
| 3 | NE | MANX TT | SATURN | SEGA |
| 4 | NE | RIDGE RACER: PLATINUM | PLAYSTATION | SONY |
| 5 | 6 | DESTRUCTION DERBY: PLATINUM | PLAYSTATION | SONY |
| 6 | 3 | SHADOWS OF THE EMPIRE | NINTENDO 64 | NINTENDO |
| 7 | 11 | TOMB RAIDER | PLAYSTATION | EIDOS |
| 8 | 5 | TEKKEN: PLATINUM | PLAYSTATION | SONY |
| 9 | 2 | LEGACY PF KAIN | PLAYSTATION | BMG |
| 10 | 8 | WIPEOUT: PLATINUM | PLAYSTATION | SONY |
| 11 | 14 | DESTRUCTION DERBY 2 | PLAYSTATION | SONY |
| 12 | 12 | TOMB RAIDER | PC CD-ROM | EIDOS |
| 13 | 10 | PILOWINGS 64 | NINTENDO 64 | NINTENDO |
| 14 | 19 | CHAMP. MAN 2: DOUBLE PACK | PC CD-ROM | EIDOS |
| 15 | 9 | AIR COMBAT: PLATINUM | PLAYSTATION | SONY |
| 16 | 13 | C&C: RED ALERT | PC CD-ROM | VIRGIN |
| 17 | RE | FIFA '97 | PLAYSTATION | EA |
| 18 | 17 | DIE HARD TRILOGY | SATURN | EA |
| 19 | NE | EXCALIBUR | PLAYSTATION | TELSTAR |
| 20 | RE | FORMULA ONE | PLAYSTATION | SONY |

## JAPANESE MULTI-FORMAT SALES TOP 10

| | | |
|---|---|---|
| **1** | **EVANGELION** | **SATURN** |
| 2 | MOBILE SUIT GUNDAM 3 | SATURN |
| 3 | FINAL FANTASY VII | PLAYSTATION |
| 4 | POCKET MONSTERS | GAME BOY |
| 5 | IQ: INTELLIGENT CUBE | PLAYSTATION |
| 6 | MACROSS DIGITAL MISSION V-FX | PLAYSTATION |
| 7 | KOWLOONS GATE | PLAYSTATION |
| 8 | CHORO Q 2 | PLAYSTATION |
| 9 | SUPER BOMBERMAN 5 | SUPER FAMICOM |
| 10 | FIGHTING DYNASTY | KOEI |

## AMERICAN MULTI-FORMAT SALES TOP 10

| | | |
|---|---|---|
| **1** | **MARIO KART 64** | **NINTENDO 64** |
| 2 | WAVE RACE 64 | NINTENDO 64 |
| 3 | SHADOWS OF THE EMPIRE | NINTENDO 64 |
| 4 | SUPER MARIO 64 | NINTENDO 64 |
| 5 | RALLY CROSS | PLAYSTATION |
| 6 | CRUISIN' USA | NINTENDO 64 |
| 7 | MBA HANGTINE | NINTENDO 64 |
| 8 | TOMB RAIDER | PLAYSTATION |
| 9 | JET MOTO | PLAYSTATION |
| 10 | GRETZKY 3D HOCKEY | NINTENDO 64 |

## CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

| | | |
|---|---|---|
| 1 | QUAKE (MISSION PACK 2) | PC CD-ROM |
| 2 | ISS 64 | NINTENDO 64 |
| 3 | FIGHTERS MEGAMIX | SATURN |
| 4 | BLAST CORPS | NINTENDO 64 |
| 5 | RAGE RACER | PLAYSTATION |

QUAKE MISSION PACK NO. 2

DISSOLUTION OF ETERNITY

## COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

### SATURN U.K. TOP 5

| | | |
|---|---|---|
| 1 | FIGHTERS MEGAMIX | SEGA |
| 2 | BOMBERMAN | SEGA |
| 3 | SOVIET STRIKE | EA |
| 4 | VAMPIRE HUNTER | VIRGIN |
| 5 | NIGHTS | SEGA |

### SATURN IMPORT TOP 5

| | | |
|---|---|---|
| 1 | KING OF THE FIGHTERS '96 | SNK |
| 2 | CYBERBOTS | CAPCOM |
| 3 | PUZZLE BOBBLE 3 | TAITO |
| 4 | SAKURA WAR | SEGA |
| 5 | PUYO PUYO SUN | SUNSOFT |

### PLAYSTATION U.K. TOP 5

| | | |
|---|---|---|
| 1 | EXHUMED | BMG |
| 2 | RAGE RACER | SONY |
| 3 | PORSCHE CHALLENGE | SONY |
| 4 | PUZZLE FIGHTER 2 | VIRGIN |
| 5 | DARK FORCES | VIGIN |

### PLAYSTATION IMPORT TOP 5

| | | |
|---|---|---|
| 1 | CASTLEVANIA | KONAMI |
| 2 | TIME CRISIS | NAMCO |
| 3 | FINAL FANTASY VII | SQUARESOFT |
| 4 | TOBAL NO 2 | SQUARESOFT |
| 5 | FINAL FANTASY TACTICS | SQUARESOFT |

### NINTENDO 64 U.K. TOP 5

| | | |
|---|---|---|
| 1 | ISS 64 | KONAMI |
| 2 | SUPER MARIO 64 | THE |
| 3 | TUROK: DINOSAUR HUNTER | ACCLAIM |
| 4 | WAVE RACE 64 | THE |
| 5 | SHADOWS OF THE EMPIRE | THE |

### NINTENDO IMPORT TOP 5

| | | |
|---|---|---|
| 1 | STARFOX 64 | NINTENDO |
| 2 | BLAST CORPS | NINTENDO |
| 3 | J-LEAGUE PERFECT STRIKER | KONAMI |
| 4 | DOOM 64 | GT |
| 5 | MARIO KART 64 | NINTENDO |

### PC TOP 5

| | | |
|---|---|---|
| 1 | QUAKE MISSION PACK 2 | ACTIVISION |
| 2 | X-WING VS TIE FIGHTER | VIRGIN |
| 3 | POD | UBI SOFT |
| 4 | PREMIER MANAGER '97 | GREMLIN |
| 5 | STAR WARS: REBELLION | VIRGIN |

### 16-BIT TOP 3

| | | |
|---|---|---|
| 1 | SONIC 3D | MEGADRIVE |
| 2 | MICRO MACHINES MILITARY | MEGADRIVE |
| 3 | DONKEY KONG 3 | SNES |

### ARCADE TOP 5

| | | |
|---|---|---|
| 1 | SCUD RACE | AM2 |
| 2 | STREET FIGHTER 3 | CAPCOM |
| 3 | TEKKEN 3 | NAMCO |
| 4 | VIRTUA FIGHTER 3 | AM2 |
| 5 | ARMADILLO RACERS | NAMCO |

## CVG'S TOP 15 EX-CVG TEAM MEMBERS

1. TIM BOONE (SUPER EDITOR)
2. PAUL RAND (EDITOR)
3. PETREA DOYLE (DEP ART EDITOR)
4. RIK SKEWS (STAFF WRITER)
5. SIMON CLAYS (FEATURES EDITOR)
6. RICKY LEADBETTER (STAFF WRITER)
7. JULIE HEAP (ART EDITOR)
8. RADION AUTOMATIC (FEATURES EDITOR)
9. PHIL DAWSON (NOTHING)
10. JAZZA RIGNALL (GOD)
11. TOM COX (ART EDITOR)
12. PAUL GLANCEY (DEPUTY EDITOR)
13. OZ BROWNE (DESIGNER 1989)
14. TOM GUISE (STAFF WRITER 1992)
15. JENNY ABROOK (DESIGNER)

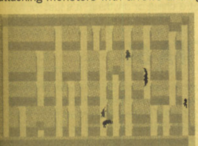
# Retro Computer Cabin

**This month the Goblin rather tenuously provides a few retro alternatives to some of this year's 'latest' games.**

Dying to get your hands on an English version of *PARAPPA THE RAPPA*, the very stylish rapping game on the PlayStation? Look no further than *BREAKDANCE* by Epyx - for this game you've got to put on your Sergio Tacchini track suit as you prepare to dance your way to the top in a four game contest. In the first you go down to 'battle' row after row of breakers as they attempt to invade your turf. A second game lets you 'break' with the famous hot feet to see who's got the most 'juice' in town (ooer!). A third challenges you to figure out the right sequence of steps to perform a back flip or suicide (along the lines of that other old game *MASTERMIND*) without getting 'wacked' (whatever that means). My favourite event is the freeform contest where you choreograph your moves (from over 14) and watch the computer act them out in slow-mo or normal speed.

**With over 100 different dance steps and music that will get you 'Turtle Up Rockin' *BREAKDANCE* is a retro must.**

*QUAKE* fans might get a slight feeling of deja vu by sampling *HALLS OF THE THINGS* by Crystal Computing, one of the first and fastest arcade adventures available on the Spectrum. You move through a multi-level maze, attacking monsters with arrows and lighting bolts. The 'things' eventually gang up and attempt to fry you to death as you try to escape from the maze by picking up keys to open doors and gathering strength from milk bottles found along the way. Alright, its nothing like *QUAKE* in playability and graphical terms but can certainly be credited as providing the roots to the genre.



**ESCAPE 3D is dino-tastic dudes.**

"Thats just *ESCAPE* by New Generation software" I squealed on seeing *TUROK* for the first time,"or maybe *FORBIDDEN FOREST* on the C64' cos that had a bow and arrow and was sort of 3D ish" Anyway... *ESCAPE* by New Generation software was one of the first 3D maze games. Your little man runs around a maze trying to pick up a randomly hidden axe in order to escape, while being pursued by up to five dinosaurs. Level five of the game gets quite tough as a large pterodactyl is brought to life and flaps alarmingly around the maze intent to stop you from getting out. *ESCAPE* was one of the first Speccy games to be produced, but still retains its technical excellence all these years later. By the way *TUROK* owners should enter the code DLKTDR to enter pen and ink mode for a nice effect resembling the look of 3D Softsolid (*DRILLER* ETC) on the C64, albeit alot quicker.

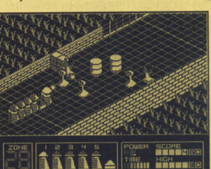
## THE GOBLINS TOP 5 LICENCE DEBACLES

1. **GRANGE HILL.** Based on the plot of the 'novel' After Hours.
2. **SUPERGRAN.** Programmed by six year olds.
3. **THE DUKES OF HAZARD.** Great TV Crap game. Good fun to collect!
4. **AUF WIEDERSEHEN PET.** Build houses.
5. **PAUL DAVIES SIMULATOR.** Drink milk, eat bread. Sometimes boil milk on the bonus stages.

**40 bikes! You wouldn't get that nowadays you know.**

What do I like more than anything about the recent conversion of *MANX TT* on the Saturn? Well rather sadly its the fact that when the bike stops the biker puts his foot down just like the bloke did way back in 1984 on *FULL THROTTLE* by Micromega. Though, quite sadly, a talking point at the time when graphical touches of realism were few and far between, Mervyn Escourt's classic was mainly popular due to the excellent curving track and forty other bikers to beat. Racing fans should also check out Mervyns other racing game *3D DEATHCHASE*, which I still regard as the finest 'speeder bike from Return Of The Jedi' game in existence. No kidding, those trees still look excellent.

*BLASTCORPS* is a pretty original title right? Well it is unless you've played the excellent *HIGHWAY ENCOUNTER* by Vortex. You control one of five Vortons (as you kill one off you gain control of the next) whose job it is to clear a path and push a bomb down the highway to the enemies base. The other Vortons will push the bomb until its blocked by the many roadside obstacles, but don't forget to blast away the enemy who are intent on hindering your progress. As with all Costa Panyai coded games, the graphics and control method are exceptional and clearing the path into the enemies base is just as nerve racking as the similar N64 title. I love the title screen that draws the games logo out of blocks rising from the ground! If *HIGHWAY ENCOUNTER* appeals to you make sure you check out the equally impressive follow up – *ALIEN HIGHWAY*. More of the same really except that this time you have to recharge your bomb seven times on the way, and the edge of the busy road is electrified!




***HIGHWAY ENCOUNTER* has stood the test of time. In fact so do most games released by Vortex software.**

You either love *DISCWORLD* or hate it. I personally can't stand the 'humour' and constant 'I can't do that there' prattle that accompanies the dull looking graphics. It reminds me of the equally annoying *BORED OF THE RINGS* by cult humorist/programmer Fergus McNeil that set about satiring Tolkein's venerable trilogy. The 'jokes' are everything in this QUILL penned adventure with Fordo the Boggit being suckered into taking the great ring to the land of Dormor with his pals Murky, Spam and Pimply. *The QUILL* and *ILLUSTRATOR* also make very professional packages to help you map and create your own adventure. I once wrote a very competent but highly unimaginative title that involved you turning on the computer in my bedroom or something, Sigh... the good old days.

## RETRODROID'S INTERNET HEAVEN!

**This month I've done a lot of reading around the subject of serious game collecting. It's not so established in Europe yet, as it is in the US, but don't throw those old carts and systems out just yet.**

The Digital Press Online - at http://members.aol.com/digitpress/index.htm
This is a detailed site for collectors, it is very US based, but the information is well worth a read.

**The Colecovision was one of my favourite early systems (*LOOPING* was a particular fave), so have a look at John Dondzilla's homepage at www.monmouth.com/~pcjohn/. John was a programmed responsible for two or three Vectrex games, and his site also contains a wealth of good Coleco and Atari stuff.**

Best known on the net for his excellent FAQ's on the Sega Master System, Clint Dyer's handheld page has a treasure trove of great scanned images of all manner of rare equipment, so don't miss it. Go to www.best.com/~cdyer/

**And finally, if you're a total otaku who collects various artifacts related to videogaming, it's worth a look at www.gamepen.com/gamewire/classic/classic.html to Dave's Video Game Page. Not only are there some great emulators which you may have missed, but there is also a selection of rare pop songs from classic games. A few people may remember "Pac Man Fever" but does anyone have the singles of songs written about Asteroids or Space Invaders ? (This site is excellent - GOBLIN).**

Alex (Retrodroid) now powering down if that's alright...

Thanks to Alex Ward for these 'zarjaz' sites.

## CABIN FREEPLAY CLASSIFIED

P.C.B.'S, JUKE BOXES AND ARCADE CABINETS. IF THERE'S A GAME YOU WANT, TELEPHONE SIMON GREEN ON 0973 720312 OR 0973 721115 FOR MORE DETAILS.

WHAT'S HAPPENED TO ALL THE FANZINES!!! COME ON, SEND EM IN OR YOU DON'T GET A MENTION. ALSO TELL ME ABOUT ANY COOL WEBSITES YOU MAY HAVE VISITED.




THE LEGEND OF LOMAS

I am back to my original super-villan form, and have taken control of the Images base on the Isle Of Dogs. I now demand tips of all kinds for the latest video and arcade games, and will reward any I see fit with a game of the sender's choice from HMV Games. Now go, and find solutions for me and remember... free games! Cheese!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:

TIPS

37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can now also send any tips or guides to this Email address. But please, don't just give us a load you've ripped off the internet or other magazines – we could do that ourselves if we really wanted. The best tips sent to us will win any game from HMV!

TIPS.CVG@ECM.EMAP.COM

# PLAYSTATION

## SUPER PUZZLE FIGHTER 2 TURBO

These secret characters can be accessed in Arcade, Master Arcade or Versus Mode. Do them all at the Character Select screen.

**To play as Akuma, press L1+Circle.**

To play as Anita, Player One should **highlight Morrigan, hold Select, move to Donovan and press Circle**. Player Two should **high-light Felicia, hold Select, move to Donovan and press Circle**.

**To play as Dan, press L1+R1+Circle. That's all.**

**To play as Devilot, press R1+Circle.**

# SATURN

## MANX TT SUPERBIKE

To ride on one of the sheep from the fields around the course (and from the arcade), go to the Transmission Select screen and press **Up, Up, Down, Down, Left, Right, Z, Y.** The sheep should make a noise to let you know that it's worked.

To access the superbikes, go to the Race Option screen (with Arcade, Saturn, and the other modes on it) and press **L+R+X+Y+Z** at the same time. The superbike option should appear on the Bike Select screen.

If you do both the sheep cheat and the superbike cheat, you can race on a supersheep!

To get a great start, follow this tip from **Michael Banner from Redditch**. At the beginning of a race, hold down the accelerator and put your brakes on to keep the revs at about 10. Then when the voice says "Go!" let go of the brakes. The voice should then say "Great start!" to let you know you've done it.

## SUPER PUZZLE FIGHTER 2 TURBO

These secret characters can be accessed in Arcade, Master Arcade or Versus Mode. Do them all at the Character Select screen.

**To play as Akuma, hold L and press A, B or Y to pick him in one of three colours.**

**To play as Dan, hold L+R and press A, B or Y to pick him in one of three colours.**

**To play as Devilot, hold R and press A, B or Y to pick him in one of three colours.**

**To play as Mei-Ling, Player One should highlight Morrigan, hold Start, move to Hsien-Ko and press A, B or Y. Player Two should high-light Felicia, hols Start, move to Hsien-Ko and press A, B or Y.**

**To play as Anita, Player One should highlight Morrigan and hold Start, then press A, B or Y. Player Two should highlight Felicia and do the same.**

## HEXEN

To get to the cheat menu, go to the option screen and press **Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B.**

Now go into the miscellaneous option menu and there should be a cheat option. From here you can skip levels, look at all sorts of debug options and other cheats, plus play in link-up mode! Yes, unbelievably there really is a HIDDEN LINK-UP MODE! Of course, you need two Saturns, two TVs, two copies of *Hexen* and a link-up cable, but it really works – just about!






# NINTENDO 64

## TUROK: DINOSAUR HUNTER

Here are all the cheats we printed last issue, as well as a few new ones. All of them should be entered on the Enter Cheat screen. Once you've put one in, the Cheat Menu should appear where you can switch on whichever ones you want at any time.

| | |
|---|---|
| All Cheats | **RBNSMTH** |
| All Weapons | **CMGTSMMGGTS** |
| Spirit Mode | **THSSLKSCL** |
| The Gallery | **THBST** |
| Infinite Lives | **FRTHSTHTTRLSCK** |
| Infinite Ammo | **BLLTSRRFRND** |
| Pen and Ink Mode | **DLKTDR** |
| View Credits | **FDTHMGS** |
| Disco Mode | **SNFFRR** |
| Small Enemies | **DNCHN** |
| Show Enemies | **NSTHMNDNT** |
| Weird Colours | **LLTHCLRSFTHRNB** |
| Quack Mode | **CLLTHTNMTN** |
| Greg Mode | **GRGCHN** |

## DOOM 64

To access the hidden Features menu with lots of cheat modes on it, enter this password: **?TJL BDFW BFGV JVVB.** Now start the game, press Start and select the Features menu to skip levels, get all the weapons, become invincible, etc.

In case you hadn't noticed, staying dead on the floor instead of restarting makes the game display some strange messages at the top of the screen. It's not a cheat or anything, it's just for fun.

## FIFA 64

Just in case you didn't know, pressing any of the directions on the cross-key controller makes the crowd boo. You can do this at any time to wind your opponent up, or to make yourself feel better about playing such rubbish.

As with the Mega Drive *FIFA Soccer* games, pressing the various C buttons when you score a goal makes different celebration sounds.

# KILLER INSTINCT GOLD

As *Killer Instinct Gold* comes out officially this month, here are the cheat codes for it. Most of these options can be accessed with skillful play, but if you're rubbish and want to remove the challenge, just cheat.

To play as Gargos, press **Z, A, R, Z, A, B** during any of the character story intros.

To get all of the new costume colours for every character (Gold, shadow, and white) without playing the training mode properly, press **Z, B, A, Z, A, L** on one of the intro screens (where it tells a character's story).

To give yourself all of the secret options, press **Z, B, A, L, A, Z** on a story intro screen.

To view the end game credits, press **Z, L, A, Z, A, R** on a story intro screen.

In 2-player mode, you can select your background by holding Up or Down and pressing one of the attack buttons on pad 1. To select your music, do the same on pad 2. To get the secret Sky Stage, both players need to **hold Down and press MK**.

## PC CD-ROM

# SKYNET

**Richard Townsend from Middlesex** has sent in a few cheats for *Skynet*. While playing, press Alt and slash (\) to enter any of the following cheats.

| | |
|---|---|
| **GARBLE** | Toggle cheat modes |
| **SUPERUZI** | Gives you the Super Uzi |
| **ILLBEBACK** | Skip level |
| **ARNOLD** | All weapons |
| **ICANTSEE** | Displays viewscreen |
| **COUNTERS** | Show map coordinates |
| **VERSION** | Displays version |

# SCREAMER 2

Go to the options menu and enter any of these cheats from **Richard Townsend, Middlesex**.

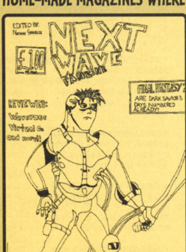
| | |
|---|---|
| **MRTRK** | Access all tracks |
| **CHMPA** | Championship courses |
| **TACARTBCARTCCARTDCAR** | Access all cars |

# COMMAND & CONQUER: RED ALERT

To start a secret game involving giant ants (*It Came From Red Alert*) hold the Shift key and click with the mouse on the round icon in the top right corner of the screen.

# FREEPLAY FANZINES

## HOME-MADE MAGAZINES WHERE THE READERS ARE THE WRITERS!




Next Wave is a new fanzine covering all consoles, with reviews, previews and tips.
**Nathan Standlee,**
**34 The Gables,**
**Cottom, Nr Preston,**
**Lancashire,**
**PR4 OLG**

Computer Zone

The new Computer Zone has more games in it than before, and comes with a Saturn CD!
**Computer Zone,**
**5 Elm Avenue,**
**Eastcote, Ruislip,**
**Middlesex,**
**HA4 8PE**



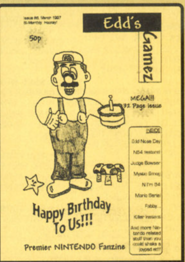

GamesPlayer is getting bigger and better all the time, with games on every system.
**GamesPlayer,**
**197 City Way,**
**Rochester,**
**Kent,**
**ME1 2TJ**




Issue 3 of the excellent Spectrum fanzine has a feature on *Doom* on the Speccy!
Just £1.50, payable to P. White.
**The ZX Files,**
**30 The Rowans, Wetherby,**
**West Yorkshire,**
**LS22 5EB**




Hostile PlayStation is exactly that. A 110% PS magazine in full-colour and on quality paper!
**Hostile PlayStation,**
**83 Priory Oak,**
**Brackla,**
**Bridgend,**
**CF31 2HZ**




Edd's Gamez issue 6 is better than ever, with more pages and more Nintendo games! Only 50p from this address:
**Edd's Gamez Fanzine,**
**"Lansdown", Roman Road,**
**Hereford,**
**HR4 9QW**

# WE'RE STUCK!

Don't know what to do next? Ready to smash your games system to pieces? Don't worry, write to CVG and let everyone know that you're not very good at games. Write down exactly where you're stuck and send it to the tips address, marked **I'M STUCK!**

**Dear CVG,**
I finally clocked *Rage Racer* yesterday and the title screen went gold. Could you please tell me what I do from here, are there any other cheats in there?
Thanks a lot.
**Ben Wood (16)**

***CVG:*** *Nothing, as far as we know. That's it. from now on, you just need to try to get the best lap times to send in to our High Scores section!*

**Dear CVG,**
I am stuck on *NiGHTS* for the Saturn and would be very grateful if you could help me. I have completed all of the dreams as Elliot and Claris that are mentioned in the instruction manual, but I can't seem to get any kind of ending sequence or a final boss. Also, I have noticed that when I choose my level, there is a fourth icon which I can't choose. Please, please, help me.
Yours faithfully,
**Matthew Neale.**



***CVG:*** *To access the last stage for each character you need to get above a 'C' ranking on every course. You get one ending for each character, one for finishing it with both, and the best ending for finishing it with all 'A's.*

# FREEPLAY CLASSIFIED

**PLEASE REMEMBER: INCOMPLETE, INCOMPREHENSIBLE AND ILLEGAL CLASSIFIED ADS WILL BE THROWN AWAY! MAKE SURE YOUR AD IS CORRECT BEFORE MAILING.**

## CONSOLES

• **SNES 1YR OLD.** GOOD CONDITION, INCLUDES MK2, SF2, F ZERO, SMW. 2 JOY PADS, ARCADE JOYSTICK £70 ONO. CALL DARREN ON 0161 945274

• **PLAYSTATION, 9 GREAT GAMES**, 2 MEMORY CARDS, FOUR JOYPADS, PREDATOR LIGHT GUN. LOADS OF DEMOS & MAGS. £400 ONO CALL 01273 707608

• **SWAP PLAYSTATION WITH 8 GAMES**, 2 PADS, MEMORY CARD & LIGHT GUN FOR SATURN. ANY OFFERS. IAIN, 13 CADBOLL RD, INVERGORDON, ROSS-SHIRE, IV18 OHR

• **MEGADRIVE + MEGA CD. ALL BOXED** AS NEW WITH GAMES, FIFA 96, NBA JAM, PREMIER MANAGER & MORE. BARGAIN £200 ONO. CALL 01695 721482

• **MEGADRIVE WITH 11 GAMES** INCLUDING CANNON FODDER, BOMBERMAN & THEME PARK £120 – 140. CALL BRIAN ON 01854 613030

• **PC ENGINE (JAP)+ CDROM2 + GAMES**, EXCELLENT CONDITION BOXED £80. ALSO WANTED ARCADE PCB'S & NEO GEO CD GAMES. CASH WAITING. CALL WASIM 01494 520786

• **MEGADRIVE 2 & 5 GREAT GAMES**, 2 PADS. WILL SWAP FOR SNES, 3 GAMES, 2 PADS & GAMEBOY ADAPTOR. CALL DANIEL 01654 711195

• **NES & SNES – NES 7 GAMES INC.** TURTLES, BIONIC COMMANDO & GREMLINS 2. SNES 7 GAMES INC. DKC3, MK & ALADDIN. GOOD CONDITION. £130 ONO TEL ALEX ON 01493 853175

• **PLAYSTATION - UNBOXED, 4 GAMES** FIFA 96, TEKKEN 2, CRASH BANDICOOT & TOMB RAIDER. 2 PADS + MEM. CARD £200. CALL COLIN AFTER 5PM ON 0141 9563197

• **3DO + 15 GAMES, DEMOS, JOYPAD & MAGS.** SELL FOR £125 ONO. OR SWAP FOR EITHER GAMEGEAR OR GAMEBOY + SOME GAMES. TEL LEE 01778 342825

• **JAPANESE N64, 2 PADS, MARIO 64**, ALL LEADS £200 ONO. CALL BEN ON 01902 714112 EVENINGS.

• **SNES WITH 2 PADS, 6 GOOD GAMES** INC. SUPERSTAR SOCCER £100 ONO. GAME GEAR & ADAPTOR + 6 GAMES £65 ONO CALL PAUL ON 0171 3867107

• **MEGADRIVE & 10 GAMES** INC. URBAN STRIKE, VIRTUA RACING, STREETS OF RAGE 3 AND MANY MORE. CALL CHARLES ON 01480 417521

• **MEGADRIVE 2 WITH 7 GAMES**, INCLUDING URBAN/ JUNGLE STRIKES, STREET FIGHTER 2 TURBO. ALL REASONABLE OFFERS CONSIDERED. PHONE 0171 2740735

• **PLAYSTATION + 10 GAMES**, ASCII PAD, JOYSTICK & MEM. CARD £350 ONO. CALL CHRIS ON 0161 9738520

• **PLAYSTATION 1PAD**, MEM. CARD & 2 GAMES EXCELLENT CONDITION, 6 MONTHS OLD. £200 CALL 0191 5842663

• **N64 (US, PLAYS UK) FULL SCREEN & SPEED**. WITH MARIO, MARIO KART, STAR WARS, HOCKEY & TUROK, 4 PADS, 5 MEG MEMORY CARD. BRAND NEW £600 ONO. CALL MARTIN 01908 311931

• **SATURN + 8 GAMES** INC. C&C, VIRTUA COP 2 + GUN, VF2 + 2 PADS. ALL BOXED £275 ONO. OR SWAP FOR N64 CALL ROBERT 0161 2857975

• **3DO PANASONIC FZ1. WITH 7 GAMES** INC. FIFA, NFS & SSF2, CONTROLLER & DEMO CD'S. ALL BOXED, SELL FOR £100 NO OFFERS. TEL 01705 479565

• **PLAYSTATION & 6 TOP GAMES** INC. WO2097, F1, TEKKEN 2, TOMB RAIDER & NFS. 2 JOYPADS, 2 MEM CARDS, SCART & RFU + 13 DEMOS. ALL BOXED £300 ONO TEL. 01635 40967

• **PLAYSTATION + MEM CARD, 2 PADS, 10 TP GAMES**, BOXED UNDER GUARANTEE. WILL SWAP FOR PAL N64 + 3 GAMES. CALL STEVE 01491 201023

• **SNES + 1 CARTRIDGE & JOYPAD** £93.99 MARIO KART £33, DKC2 £42, TOYSTORY £49, JOYPAD £10 UNWANTED GIFT - AS NEW. CALL 021 378583

• **PLAYSTATION WITH 3 GAMES** & 6 DEMO DISCS. ALL BOXED £120 ONO OR WILL SWAP FOR A SNES. CALL RICHARD 01889 565685

• **SNES WITH SCOPE & 6 GAMES**, PLUS 3 CONTROL PADS (2 WITH AUTO FIRE) 12 GAMES ALL BOXED & 20 MAGAZINES. £100 ONO CALL 01223 242773

• **PLAYSTATION & 3 GAMES** + DEMO WILL SWAP FOR NINTENDO 64. ABSOLUTELY FREE! CALL 01977 556250

• **PLAYSTATION & 4 GAMES** INC F1, STEERING WHEEL, MEM. CARD AND 3 DEMO DISKS £220 OR SWAP FOR UK N64. CALL BEN 0181 4292167

• **PLAYSTATION & 4 GAMES**, DEMOS & 3 JOYPADS £250 OR SWAP FOR SATURN. CALL GARY 01977 614744

• **VECTREX BOXED VGC**, WITH ARMOR ATTACK, STARSHIP SCRAMBLE & HYPERCHASE – THE BEST RETRO CONSOLE AVAILABLE, FOR A MERE £150 ONO. CALL 01332 573311

• **PLAYSTATION WITH F1, WIPEOUT 2097**, CRASH BANDICOOT, TEKKEN & FIFA 96 WITH 4 CONTROLLERS, MEM CARD ALL FOR £350 ONO. CALL 01734 425774

• **NEO GEO (CART) 2 JOYSTICKS & 7 GAMES**, INC SAMURAI SHOWDOWN MINT CONDITION £240 ONO CALL EDDIE 01484 431777

• **PLAYSTATION (US) + TEKKEN 2, WIPEOUT 2097**, FINAL DOOM, STAR GLADIATOR, PGA, MEM CARD + 2 JOYPADS. ISSUES 1–6 PLAYSTATION PLUS. ALL £250 CALL JOHN 01707 276580

• **MEGADRIVE & 32X + 21 GAMES**, 3 PADS, HEADPHONES & 30 MAGS. GOOD CONDITION £195 CALL ANDY ON 0121 7473991 BIRMINGHAM

• **AMIGA 500 WITH GAMES**, JOYSTICK, MANUALS & LEADS £50 CALL BRENDON ON 01823 443051

• **MEGADRIVE WITH 5 GAMES & 2 TURBO PADS**. ONLY £70 ONO CALL RAHMANN 0181 5667198 BETWEEN 4–6 PM

• **SATURN + 5 GAMES** INC WWS97, DAYTONA CCE, 2 PADS, GUN & 3 DEMO CD'S. ALL BOXED TEL 0181 4001780

• **MASTER SYSTEM2 + 7 GAMES**, 2 CONTROLLERS. INCLUDES SONIC & INDIANA JONES £25 CALL 01904 704884

• **MASTER SYSTEM + LIGHTGUN & 5 GAMES** £30 BUYER MUST COLLECT./ 01473 689450

• **PLAYSTATION WITH 6 TOP GAMES**, 2 DEMO CD'S, 2 JOYPADS & MEM CARD ALL FOR £250. CALL DAVID AFTER 4PM 01241 871023 SCOTLAND

• **SNES, FOUR GAMES**, 2 PADS INC. SPECIAL EDITION SFT, YOSHIS ISLAND & SYNDICATE £100 ONO TEL. 0171 2412791

• **SNES WITH 2 PADS**, 12 GOOD GAMES INC MARIO KART & FIFA ALL FOR £200. CALL MAT ON 0181 7413247

• **MEGADRIVE 9 TOP GAMES**, 3 CONTROLLERS (1-6 BUTTON) WORTH OVER £450. WILL SELL FOR £125 ONO. PHONE 01423 873181

• **SNES, 8 GAMES**; DKC, STUNT RACE FX, MARIO ALL STARS, NBA ALL STAR CHALLENGE, ALIEN 3, F-ZERO, FLASHBACK ALL BOXED AND STREET FIGHTER 2 (NOT BOXED). ALSO ACTION REPLAY 2. £130 WILL SELL SEPARATELY 01420 89406

• **MEGADRIVE, 5 PADS, 20 GAMES** INC; SSF2, NBA JAM, MICRO MACHINES 2 + MANY ACCESSORIES. £260 DETAILS CALL RICHARD ON 0181 333 1905

• **MEGADRIVE + MEGA CD2 WITH 2 TURBO 6 BUTTON PADS + 8 MD GAMES + 8 MEGA CD GAMES** & A TURBO JOYSTICK. IN BOXES WITH INSTRUCTIONS, TOP CONDITION, GOOD AS NEW. ALL FOR £200 PLEASE RING 0121 7420097 AFTER 6.30 PM

• **MEGADRIVE 2 - 3 JOYPADS,1 SIX BUTTON, 14 GAMES** INC; SONIC 3D, MK3 & EARTHWORM JIM ALL BOXED VERY GOOD CONDITION. £150 ONO. PHONE 0121 4454007 (CHEATS WITH 12 GAMES) ALSO MASTER SYSTEM WITH 14 GAMES £50

• **MEGADRIVE, 2 PADS, ALL LEADS £18.** MD GAMES, PREM MAN 97 £15, SAMPRAS 96 £8, & JW SNOOKER £8 PHONE BOB ON 0181 9251208

• **SATURN STILL BOXED** WITH RF UNIT, 2 PADS, TOMB RAIDER, SEGA RALLY, NHL97, PGA 97 & OLYMPIC SOCCER. WORTH £520 WILL SELL FOR £300 ONO. CALL STU ON 01244 382035 AFTER 6 PM. ALSO VF2 INCLUDED

• **SATURN + 2 CONTROLLERS WITH VF2.** ALL IN BRILLIANT CONDITION, ALL BOXED. £120. CALL MARK AFTER 4.30: 0181 6436420

• **SATURN - 2 PADS - 9 GAMES**, MEM CARD PLUS. PLAYSTATION - 2 PADS - F1 ALL BOXED. NO SPLIT £500 THE LOT! CALL 01222 810407

• **PLAYSTATION FOR SALE WITH JOYPAD**, CHOICE OF GAMES FROM TITLES LIKE TOMB RAIDER & FIFA 97 & 2 MEM. CARDS £120 CALL DAN ON 0117 9837384

• **MEGADRIVE FOR SALE (10 GAMES)** 2 JOYPADS IN GOOD CONDITION FOR £130. RING JOHNNY ON 01252 845540

• **SATURN WITH 6 GAMES** INC, V COP2 + GUN, NIGHTS & PAD. ALSO 2 PADS. PERFECT CONDITION £265 ONO. CALL 01865 874070 AFTER 4 PM

• **MEGADRIVE (JAP), 1 PAD, 3 GAMES**, ALL LEADS + LOADS OF MAGS. £30 ASK FOR SIMON AFTER 4PM. TEL: 01262 603766

• **SATURN + NIGHTS & 3D PAD, V COP + GUN**, SEGA RALLY + 4 MORE GAMES & 2 PADS. ALL BOXED £300. CALL 01582 425929 ASK FOR JAMIE

• **MEGADRIVE + 16 GAMES** INC, SONIC 1–3 , 2 FIFAS, 2 ECCO'S. GAMES £15–20 MEGADRIVE £50 ONO. WHOLE PACK £300 OVNE. CALL JESS 01609 882636

• **SWAP SATURN + 7 GAMES** INC, SEGA RALLY, VF2 + SF ALPHA, 2 DEMOS, 2 PADS, 5 MAGS, CARRY CASE + RF LEAD FOR PSX 6+ GAMES, 2 PADS + ACCESSORIES OR N64 2 GAMES 1/2 PADS. CALL 01772 634773

• **N64 (JAP) 2 JOYPADS, MARIOKART 64**, MARIO 64, STARFOX 64. S VHS?SCART CONVERSION, ALL LEADS, RARELY USED. £385 ONO. CALL 01706 33324 AFTER 6PM

• **PLAYSTATION – 6 GAMES**, 6 DEMOS & MAGS. MEM CARD, 2 PADS (ONE RAPID FIRE) + MOUSE WITH MAT. £250 CALL 01293 430233

## GAMES

• **MORTAL KOMBAT 3 (SNES)** FOR SALE £35 ONO PHONE 01473 403505

• **MEGADRIVE GAMES OFFERS NOT TO MISS!** ZOOM £6.50, HAUNTING, GALAHAD, WIZ & LIZ £10 EACH. SHINING IN THE DARKNESS & SOLIEL £15 EACH. WANT TO BUY A SATURN WITH AT LEAST ONE TOP GAME. NOT SPORTS. OFFERING £100. CALL JOHN 01524 34022

• **13 PLAYSTATION GAMES** FOR SALE. INC. TOMB RAIDER, C&C, NHL 97 & FIFA 97 £25 EACH. CALL DAN ON 0117 9837384

• **WANTED: CHRISTMAS NIGHTS IN GOOD CONDITION.** WILL PAY UP TO £20. CALL 01366 500367 AND ASK FOR MARTIN.

• **WANTED: FOR MEGADRIVE BUBSY OR LEMMINGS.** PLEASE PHONE DEMELZA'S MUM AFTER 5PM ON 01705 666539

• **WANTED DESPERATELY: SONIC CD FOR MEGA CD.** WILL PAY UP TO £40. IAN 01404 823162 12PM ONWARDS EXCLUDING SATURDAY

• **WANTED: POPULOUS 1 & 2 FOR MD**, WILL PAY SENSIBLE PRICE. CALL MARK 0181 3604878 AFTER FIVE. GOOD CONDITION PLEASE.

• **WANTED: CADILLACS & DINOSAURS ON MEGADRIVE.** WILL PAY REASONABLE PRICE OR SWAP. PHONE AFTER 6.30 PM 0114 2890703

• **MK TRILOGY + PLAYERS GUIDE FOR N64**, BOXED AS NEW 1 WEEK OLD. £65 ONO CALL 0181 9461324

• **WWF SUPER WRESTLEMANIA FOR SNES** £10 OR SWAP FOR MORTAL KOMBAT 2 CALL 01229 836161

• **N64 KILLER INSTINCT GOLD** (US). MINT CONDITION £69 TEL 01202 694120

• **WANTED: CRASH BANDICOOT WITH CASE & INSTRUCTION MANUAL.** WILL BUY FOR £20 WRITE JASON, WOLVERHAMPTON RD, OLDBURY, WARLEY, WEST MIDLANDS, B68 OTF

• **TERRANIGMA (SNES) £30**, SUPER MARIO RPG (US SNES) £20, SHINING WISDOM (SATURN) £20, SHINING FORCE ( MEGA CD) £10, CDX £5, MANY CDROM ADVENTURE GAMES. CALL 01442 69378

• **JUNGLE & URBAN STRIKE, WILL SWAP** FOR NBA 97 & THEME PARK FOR MD TEL ROB ON 01723 355377

• **PLAYSTATION GAMES £15** EACH INC. WWF, WORMS, THEME PARK & MORTAL KOMBAT 3. ALSO GAMEBOY GAMES £4–8 CALL IAN ON 01784 885724

• **WANTED: SUPER STREET FIGHTER 2** (US) FOR SNES & NTCS TO PAL CONVERTOR. CALL IRELAND 021 543993

• **RIDGE RACER £20**, FIFA 97 £35. PLUS MANY MORE PS GAMES. ALSO SNES & MD GAMES. CALL 01709 892316

• **SONIC 2 - MD GAME FOR SALE** £15 & MEGA GAMES 1 £9 CALL 01274 502435 ASK FOR JONATHAN

• **GAMEBOY GAMES FOR SALE** £4–8 INC. DONKEY KONG LAND & TOP RANKING TENNIS. CONTACT IAN 01784 885724

• **DESTRUCTION DERBY £14.** PAD WITH AUTO FIRE OPTION ON ALL BUTTONS £10. TEL # 0181 567 5987 WILL

• **JUNGLE STRIKE – WILL SWAP** FOR EARTHWORM JIM 2 OR SLAM M ASTERS ON SNES. GAMES MUST BE UK BOXED WITH INSTRUCTIONS. CALL 0113 2628559

• **WANTED! FIGHTING VIPERS. WILL SWAP FOR SEGA RALLY**, VICTORY GOAL OR VIRTUA FIGHTER REMIX. CALL NICK ON 01403 823611

• **CHRISTMAS NIGHTS FOR SALE.** ENGLISH VERSION, GENUINE OFFER OF 4 COPIES £15.00 EACH. CALL A. GREAT BACH ON 01270 763 654

• **WANTED: ANY MORTAL KOMBAT GAMES.** WILL PAY REASONABLE PRICES. CALL WILL 4.30 – 8PM ON 0151 9311331

## OTHERS

• **I WANT A PEN PAL MALE OR FEMALE.** MUST LIKE 2D FIGHTERS & N64. GAVIN SYMES, 14 UPPER WEYBOURNE LANE, FARNHAM, SURREY GU9 9DG

• **RALIEGH GRITSTONE 21 GEAR MOUNTAIN BIKE.** VGC JUST £80 PLUS D-LOCK. RING 01474 873768

• **C64 ACCESSORIES WANTED! 1541 DD, PRO 5000 JOYSTICK, GAMES ETC.** WILL PAY 'FAIR' MONEY FOR THEM. CALL ADY 01695 50500 AFTER 8PM MON–FRI

• **VISIONS #4 SF, FANTASY & HORROR FICTION.** 44 PAGES. £1.50. SEAN KENNEDY, 116 LONG LANE, CARLTON-IN-LINDRICK, WORKSHOP, NOTTS, S81 9AT. SUBMISSIONS ALWAYS SOUGHT.

• **MAGS! –LOADS, EDGE, MEAN MACH.** ETC. ALSO BITS & BOBS THAT ARE NO USE TO YOU WHAT SO EVER! NEIL 01623 459215 NOW!

• **ARCADE PCB'S: WRESTLEFEST £40,** PIT FIGHTER £38, TECMO WORLD CUP 94 £40 OR LOT £115 PHONE WASIM 01494 520786 AFTER 5PM

• **ARCADE PCB'S FOR SALE.** IF INTERESTED PLEASE SEND AN SAE TO SUKHBIR BHUI, 34 LANCASTER RD, SOUTHALL, MIDDLEX, UBI INW

• **C64 MINT CONDITION. SELECTION OF GAMES** + TAPEDECK & KEYBOARD. ALL BOXED £15 CALL JAMES 0161 4395763

• **TWO C64'S! WITH GAMES & ACCESSORIES.** WILL SWAP FOR ANY PS OR CD-ROM BASKETBALL GAMES. ALSO MANGA VIDEO FOR SALE. PHONE MAT ON 01547 528100 AFTER 6PM

• **PLAYSTATION MAGS FOR SALE.** OFFICIAL UK 2–12 £3.50 EACH ALL FOR £30. PLAYSTATION PLUS 1–12 £1.50 EACH ALL FOR £15. MAXIMUM 1–7 £2.00 EACH OR £12 THE LOT. CALL 01592 593049

• **ZX81 PRESS BUTTON VERSION RARE MANUAL POWER SUPPLY** £35 SPECTRUM RUBBER KEYS MANUAL POWER SUPPLY BOXED £40 CALL 0181 5397260

• **SUPERGUN, 3 PCB'S, SNOW BROS,** RAINBOW ISLANDS, STREETFIGHTER 2, TWO JOYSTICKS. £200 CALL EDDIE 01484 431777

• **WANTED: SEGA MASTER SYSTEM 3D GLASSES.** IF POSS. WITH INSTRUCTIONS & BOX WILL PAY UP TO £10 01706 58864

• **WANTED: JAPANESE PC ENGINE CARDS.** AIRZONK, TWINBEE, BOMBERMAN, R TYPE 2, PC KID 3, SUPER GRAFX CONSOLE. PHONE ANDREW ON 01753 818347

• **WANTED: GOEMAN 3 JAP SNES** MUST BE BOXED WITH INSTRUCTIONS. PHONE 0113 2405206 AFTER 7PM

• **FOR SALE - C&VG ISSUES** FROM 1987 10 1993 - MANY IN MINT CONDITION - LOTS OF TIPS BOOKS - WILL NOT SEPARATE - £150 THE LOT. CALL STEVEN GEMMEL ON 01895 825605



# FREEPLAY HIGH SCORES

**Send us your high scores for all the latest games, and keep some proof just in case we ask for it. If you want, send us a video showing how you did it (not just a video of score screens as we don't have time to copy them all out) and don't forget to include your arcade tag name so that everyone knows exactly where you've been! Send everything to our Dockland Paradise:**

**HIGH SCORES, CVG,**
**37-39 MILLHARBOUR,**
**THE ISLE OF DOGS,**
**LONDON, E14 9TZ**

## COOL BOARDERS (PS)

All scores (except one) by
**Matthew Hopkins (MATT) from Crewe.**

**NOVICE**
Best Time 1'02"251
Best Total Points 7448
Best Trick Total 4127
Best Trick 131
**(fakie to misty 1080° tail grab)**

**ADVANCED**
Best Time 2'10"284
Best Total Points 6213
Best Trick Total 2914
Best Trick 924
**(misty 720° tail grab)**

**EXPERT**
Best Time 2'17"095
Best Total Points 6657
Best Trick Total 3065
Best Trick 843
**(fakie to misty 540° tail grab)**

**SPECIAL**
Best Time 2'37"806
**Ady Leyland (ADY), Lancashire**
Best Total Points 4850
Best Trick Total 2884
Best Trick 794
**(fakie to misty 540° tail grab)**

**EXTRA**
Best Time 1'15"319
Best Total Points 11920
Best Trick Total 8294
Best Trick 1926
**(fakie to misty 1800° tail grab)**

## RESIDENT EVIL (PS)

Completed in 01:43'06
**Hannu Grano, Klaukkala, Finland**

## SOUL EDGE (PS)

Arcade Mode 0'28"89 (Taki)
**DJ Dirty (DJD), Funksville**

Special Weapon Survival Mode
245 Wins (Taki)
**DJ Dirty (DJD), Dudeworld**

## RIDGE RACER REVOLUTION (PS)

NOVICE
Best Lap 0'43"193
**Paul Beckett, Shropshire**
Best Race 2'16"405
**Ian T, Canterbury**

**NOVICE EXTRA**
Best Lap 0'43"877
**Paul Beckett, Shropshire**
Best Race 2'13"169
**Revo Jaansoo and Toomas Veeber (XL)**

**INTERMEDIATE**
**Best Lap 0'59"220**
**Thomas Darbyshire, Wigan**
Best Race 2'59"705
**Miroslav Jeftic (M.J), Ruma, Yugoslavia**

**INTERMEDIATE EXTRA**
Best Lap 1'00"431
**Miroslav Jeftic (M.J), Ruma, Yugoslavia**
Best Race 3'05"762
**Miroslav Jeftic (M.J), Ruma, Yugoslavia**

**EXPERT**
Best Lap 1'02"925
**Ben Williams (B.W), Glos.**
Best Race 3'13"218
**Matthew McMillan (MAT), Bearsden**

**EXPERT EXTRA**
Best Lap 1'02"459
**Matthew McMillan (MAT), Bearsden**
Best Race 3'16"774
**Miroslav Jeftic (M.J), Ruma, Yugoslavia**

## TEKKEN 2 (PS)

86 Wins (Jack 2)
**Yasuhiro Hunter (YAS), Oxford**

Time Attack 1'57"96 (Bruce)
**Yasuhiro Hunter (YAS), Oxford**

## WIPEOUT 2097 (PS)

**Phantom Class Times**

**Talon's Reach**
Best Lap 0'18"0
**Toomas Veeber (XL), Amsterdam**
Best Race 1'38"9
**Toomas Veeber (XL), Amsterdam**

**Sagarmatha**
Best Lap 0'22"0
**Mark Andrews (WAL), Warwick**
Best Race 1'54"6
**Mark Andrews (WAL), Warwick**

**Valparaiso**
Best Lap 0'35"4
**Mark Andrews (WAL), Warwick**
Best Race 3'02"3
**Mark Andrews (WAL), Warwick**

**Phenitia Park**
Best Lap 0'29"0
**Mark Andrews (WAL), Warwick**
Best Race 2'43"3
**Mark Andrews (WAL), Warwick**

**Gare D'Europa**
Best Lap 0'35"8
**Mark Andrews (WAL), Warwick**
Best Race 3'17"7
**Mark Andrews (WAL), Warwick**

**Odessa Keys**
Best Lap 0'36"3
**Mark Andrews (WAL), Warwick**
Best Race 3'13"6
**Mark Andrews (WAL), Warwick**

**Vostok Island**
Best Lap 0'34"3
**Mark Andrews (WAL), Warwick**
Best Race 3'05"6
**Mark Andrews (WAL), Warwick**

**Spilskinanke**
Best Lap 0'30"3
**Mark Andrews (WAL), Warwick**
Best Race 2'47"7
**Mark Andrews (WAL), Warwick**

## FIGHTERS MEGAMIX (SAT)

Survival Mode, FV Setting, Wolf Stage

3 Mins, BM 24 Wins
**Jonathan Town, Wakefield**
7 Mins, Urabahn 31 Wins
**Paolo Tarvilli (ZAK)**
15 Mins, Rentahero 98 Wins
**Ed Lomas (EDD), CVG**

## VAMPIRE HUNTER (SAT)

1, 635, 200 (Morrigan)
**Yasuhiro Hunter (YAS), Oxford**

## STREET FIGHTER ALPHA 2 (SAT)

Survival Mode 5'01"83 Level 8
**David Hines (GNR), Doncaster**

2,648,300 Level 8
**David Hines (GNR), Doncaster**

## SUPER PUZZLE FIGHTER (SAT)

210, 000 (Donovan)
**Yasuhiro Hunter (YAS), Oxford**

## DAYTONA USA: CCE (SAT)

**Three Seven Speedway**
0'15"24
**Clifford Bonney (C.B), Oxford**

**National Park Speedway**
0'31"76
**Clifford Bonney (C.B), Oxford**

**Dinosaur Canyon**
0'42"96
**Clifford Bonney (C.B), Oxford**

**Seaside Street Galaxy**
1'30"56
**Clifford Bonney (C.B), Oxford**

**Desert City**
0'44"24
**Clifford Bonney (C.B), Oxford**

## CHRISTMAS NiGHTS (SAT)

2171 Link Attack
**William Curley, Surrey**
0'09"244 Time Attack
**Romeo Mazzei (R.M), Amsterdam**

## NiGHTS (SAT)

Reala beaten with 107 seconds remaining
**William Curley, Surrey**
Jackle beaten with 102 seconds remaining
**William Curley, Surrey**
Wizeman beaten with 72 seconds remaining
**Luke Bishop (BISH), Bournemouth**

351 Link (Spring Valley 1)
**Tom Russon**
93030 Points (Spring Valley 1)
**Tom Russon**
505200 Points (Spring Valley)
**Tom Russon**

373 Link (Frozen Bell 1)
**Paul Lautier, London**
583300 Points (Frozen Bell)
**Paul Lautier, London**

395 Link (Splash Garden 1)
**Paul Lautier, London**

362 Link (Soft Museum 1)
**Clifford Bonney (C.B), Oxford**

## SUPER MARIO 64 (N64)

Princess Slide 0'19"9
**Ronen Yitzhak, Bhei Brak, Israel**

## MARIO KART 64 (JAPANESE N64)

**NOKO NOKO BEACH**
Best Lap 30"81
Best Race 1'39"79
**DJ Dirty (DJD), Coolhampton**

**KARA KARA DESERT**
Best Lap 36"06
Best Race 1'53"98
**DJ Dirty (DJD), Groovechester**

**LUIGI CIRCUIT**
Best Lap 35"61
Best Race 1'47"26
**Kevin Branston, Baldock**

## WAVE RACE 64 (JAPANESE N64)

**SANDY BEACH**
Best Lap 0'21"412
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'07"395
**Ronen Yitzhak, Bhei Brak, Israel**

**SUNSET BAY**
Best Lap 0'23"226
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'14"372
**Ronen Yitzhak, Bhei Brak, Israel**

**MILKY LAKE**
Best Lap 0'25"256
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'18"732
**Ronen Yitzhak, Bhei Brak, Israel**

**MARINE FORTRESS**
Best Lap 0'23"944
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'21"779
**Ronen Yitzhak, Bhei Brak, Israel**

**PORT PIRATE**
Best Lap 0'28"510
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'28"103

**CASTLE CITY**
Best Lap 0'30"637
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'34"359

**COOL WAVE**
Best Lap 0'28"400
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'29"393
**Ronen Yitzhak, Bhei Brak, Israel**

**SOUTHERN ISLAND**
Best Lap 0'25"784
**Ronen Yitzhak, Bhei Brak, Israel**
Best Race 1'21"909
**Ronen Yitzhak, Bhei Brak, Israel**





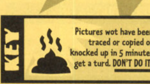



Hello all! Regular readers of the magazine will recognise me as 'Hunter' the all-knowing art loving dog.

# drawinz wot you dun

## Voted 'Section of the month'* for the last seven months 'D.W.Y.D' is here once more *for you!*

**KEY**



Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!

Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!



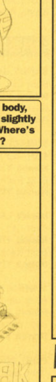

A lot worse than a turd !!

**A new award for my section this month rat fans! Worse than a turd even! This award will be given once a month to the worst drawing of the month only. Next month, maybe I'll dish out another award but who knows! I'm like that you know.**

*Lie




**Me and my beautiful body, Designed to kill, with a slightly elegant side as well. Where's my tail Robert Bradley?**




**Excellent car this, just like mine in fact. All it needs is my private plates and I'm off! Thanks to Marcus Wood.**



**Mean Yob makes another come-back onto our sacred pages, this time as *Quake* Lord. Martin Drake.**



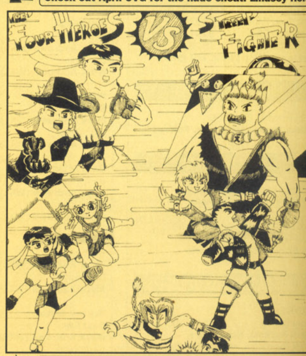

**Hello Darling! Everyone's favourite game doll! Check out April CVG for the nude cheat. Lindsey Holt.**



**Nice piece of work, but unfortunately no name. Shame.**



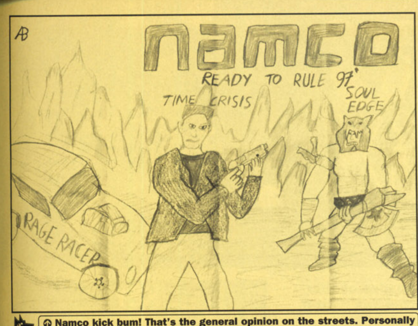

**Yeeaahhh Boy! That's more like it, Sonic and Mario are small fry compared to me! Yei Wee Yang.**



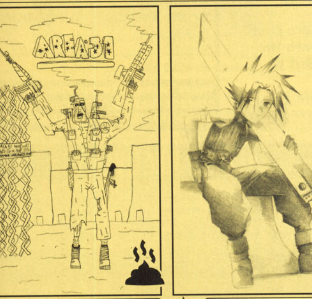

***Four Heroes* vs *Street Fighter* eh! Let's have some more like this, like *SF* vs me! Joseph Sherwood.**

drawinz wot you dun

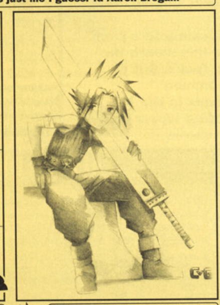
FREEPLAY



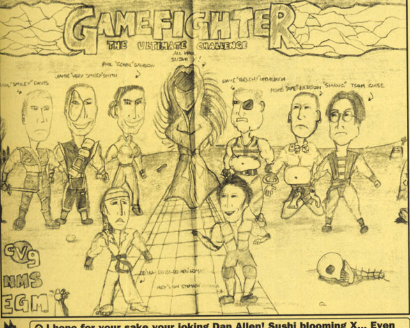

Namco kick bum! That's the general opinion on the streets. Personally I think all games suck but that's just me I guess. Ta Aaron Brogan.



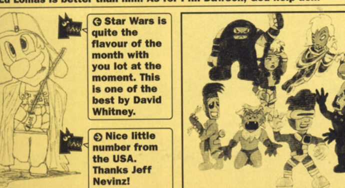

Guns and violence! Blooming heck, you people just don't stop! Next month no violence! Ta Adam Insan.



Lovely bit of work this. Nice to have a peaceful looking piece of artwork for a change, thanks Cass Opera. We love you.



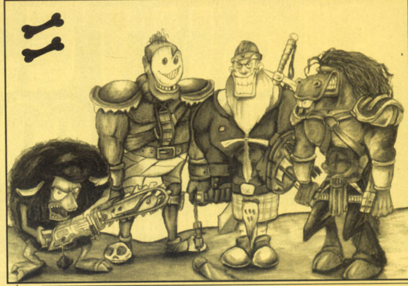

I hope for your sake your joking Dan Allen! Sushi blooming X... Even Ed Lomas is better than him. As for Phil Dawson, God help us...




Star Wars is quite the flavour of the month with you lot at the moment. This is one of the best by David Whitney.



Nice little number from the USA. Thanks Jeff Nevinz!

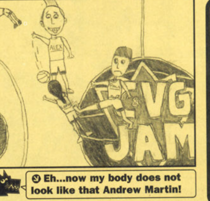


Excellent artwork this. Phil, Tom, Jaime and Ed never looked so good. The other character was superb too thanks to Steven James.

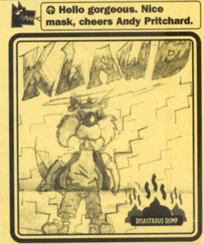


CVG Jam! Yeah we like that, thanks Sim Nurklik .

Hello gorgeous. Nice mask, cheers Andy Pritchard.




Eh...now my body does not look like that Andrew Martin!




Klawd is banned from these pages! Automatic dump for you Paul Lovett!







**Send 'em in to:**

**CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ**

*PLEASE* make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.








# FIGHTERS MEGAMIX



## THE ULTIMATE COMBO GUIDE!



**After the recent PlayStation escapades of *Star Gladiator*, *Tobal* and *Soul Edge*, the Yas Hunter Play Guide Machine goes in search of some ass-whooping combos for the equally ass-kicking *Fighters Megamix*.**

***Fighters Megamix* is jam-packed with characters from the AM2 library – 32 to be exact – so this month the *Virtua Fighter* gang become the main focus. But as most of *VF2* and *VF3*'s combos are common knowledge and can be done on *Megamix* in the *VF* mode, these combos are for the *Fighting Vipers* mode.**

### KEY

| | |
|---|---|
| G: GUARD (A) | K: KICK (C) |
| T: TOWARDS | D: DOWN |
| T: HOLD TOWARDS | D: HOLD DOWN |
| P: PUNCH (B) | U: UP |
| A: AWAY | U: HOLD UP |
| A: HOLD AWAY | |

***NOTE THAT THE TIMING FOR ALL THE COMBOS SHOULD BE ALTERED IF YOUR OPPONENT 'RECOVERS' IN MID AIR.**

## STAGGERING

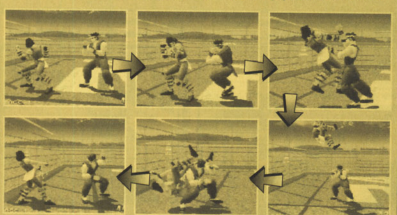
Staggering was one of the of main ways to attack in *Virtua Fighter*, but in *Fighting Vipers* mode the stagger is so slight that it's useless as a combo opener unless used as a counter. To top it off, most of the stagger moves won't break through the majority of the attacks like PPPKs. So forget it.

## THROW BREAKS

If you're on the end of a giant swing or a splash mountain too often, why not break out of the throw? Press P+G to break out of all throws – except for command throws like splash mountain, in which case you must press t+P+G immediately.

## FLOATERS

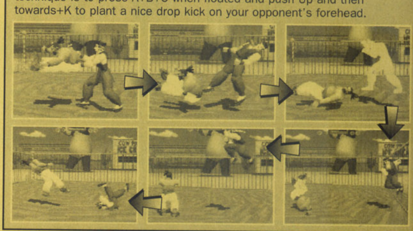
Floaters send an opponent up into the air, leaving him open for a combo barrage. It's best to have a set routine in mind rather than having a 'shake out' as it's more damaging. More importantly, you have full control.






## AERIAL RECOVERY

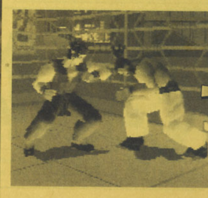
Once floated by an opponent all characters in *Megamix* can 'recover', which can help put you into an offensive position. A good recovery technique is to press A+B+C when floated and push Up and then towards+K to plant a nice drop kick on your opponent's forehead.

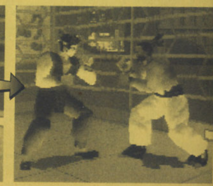


## COUNTERS

Hitting an opponent while they're attacking is what countering is all about, giving you the advantage. A simple kick can become a floater when used as a counter. Best of all, the damage is increased by half.



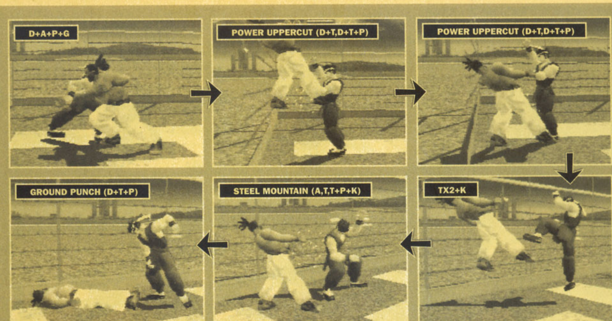







He may seem cack for the beginner, but in the right hands Akira is devastating with most rounds over in 10 seconds or less. He has a move for every situation and power which is second to none. But watch out as he has a huge recovery time from special moves. The choice of the seasoned *VF* connoisseur.





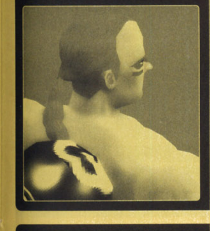

**LOW HIT FLOAT • D+P • D, T+P+K • POWER UPPERCUTX2 • TX2+K • RUNNING KNEE • STEEL MOUNTAIN**

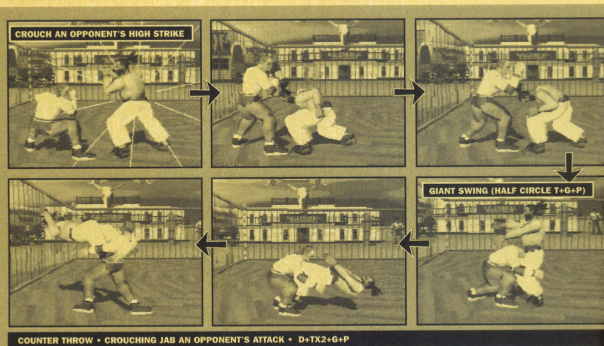
**ELBOW FLOAT • K(AS A COUNTER) • TX2+P • STEEL MOUNTAIN • GROUND PUNCH**

**OPEN GUARD COMBO • OPEN GUARD THROW (T+G+P) • TX2+K • UPPERCUT • STEEL MOUNTAIN • D+T+P**

## WOLF

One of the best characters in *VF3*, and does well to prove this point in *FMM* too. Wolf wasn't really in the running for the top spot in *VF2* but the dodge button transforms the Canadian wrestler into a true powerhouse to rival Akira. Once you learn to pull off Wolf's throws from any position, much challenger ass shall be kicked!






**COUNTER THROW • CROUCHING JAB AN OPPONENT'S ATTACK • D+TX2+G+P**

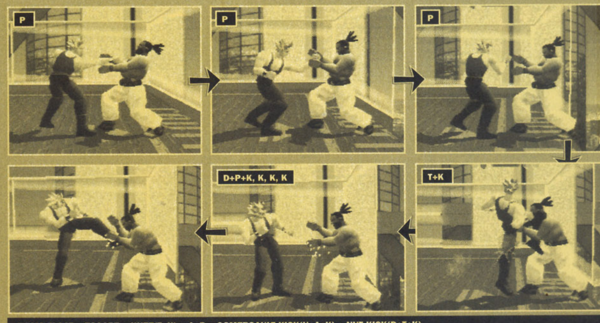
**DOUBLE KNEE FLOAT • T+K • P • T+K • ELBOW DROP (D+T+P)**

**TRIPLE SHOULDER CHARGE • (BY A WALL) • SHOULDER CHARGE (A, T+P+K) • SHOULDER CHARGE • SHOULDER CHARGE • ELBOW DROP**

## JACKY

'Faster than lightning!' is what he claims. Faster than lightning he ain't. Sarah, Pai, Lau and Lion are much faster so don't expect many high number combos. Still, Jacky does have decent hitting power and top class combination attack variation by comparison. Very little thrills. The choice of beginners and the intermediates.






**BASIC FLOAT • ESCAPE • KNEE(T+K) • A+P • SOMERSAULT KICK(U+A+K) • NUT KICK(D+T+K)**

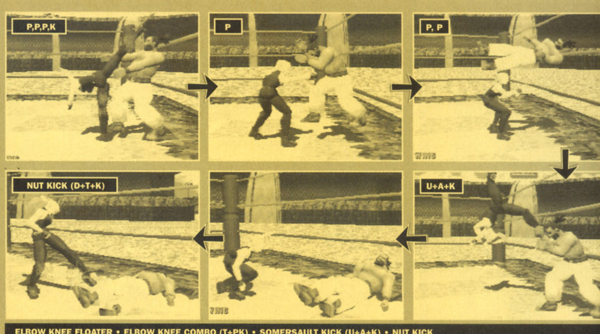
**BLOCK SOMERSAULT • SPINNING BACKFIST (A+P) • LOW SPINNING BACKFIST (D+A+P) • IF BLOCKED SOMERSAULT KICK • NUT KICK**

**COUNTER STRIKE COMBO • CROUCHING STRAIGHT • P,P,T+P,K • NUT KICK**

# SARAH

Much speedier than her sibling, Sarah also has good strength which means big energy drain for the opponent. With a good range of floaters and standing attacks, Sarah is more or less an all-out attacking fighter with no reversals to her name. Just be cautious when fighting characters with reversals.






ELBOW KNEE FLOATER • ELBOW KNEE COMBO (T+PK) • SOMERSAULT KICK (U+A+K) • NUT KICK

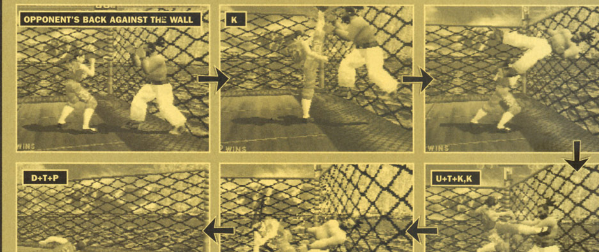
DOUBLE DRAGON SMASH CANNON • DRAGON SMASH CANNON (D+A+K) • DRAGON SMASH CANNON • CROUCHING JAB • NUT SMASH

DRAGON SOMER • DRAGON SMASH CANNON • JAB • SOMERSAULT KICK • NUT KICK

# PAI

Pai is synonymous with speed, agility, and cheapness as most of her repertoire consists of PPPK derivatives. Dictate the fight with her PPPKs and throws. Should your opponent try to retaliate, reverse their moves with Pai's vast range of counters.





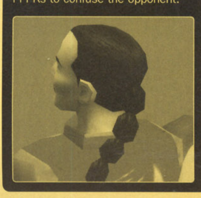

3 PPPK PATTERN • HIGH COMBO (P,P,P,K) • LOW COMBO (P,P,P,D+K) • HIGH COMBO (P,P,P,U+A+K)

CARTWHEEL COMBO • TX2+P,K • T+G+K • P,P,P,D+K • D+T+P

FLOATER • D+T+P,P,T+P • P,P • P,P,P,U+A+K • D+T+P

# LAU

Pai's father shares many of her techniques, but when it comes to technical competence, Lau wins hands down. Pai may be faster but Lau has huge multi-hit combos. He also has decent power! But don't over estimate his strength as the likes of Akira and Janet will put you in your place with their reversals. The key for success lies in changing the timing of your PPPKs to confuse the opponent.



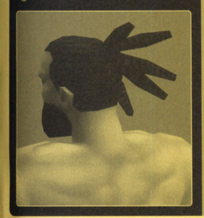


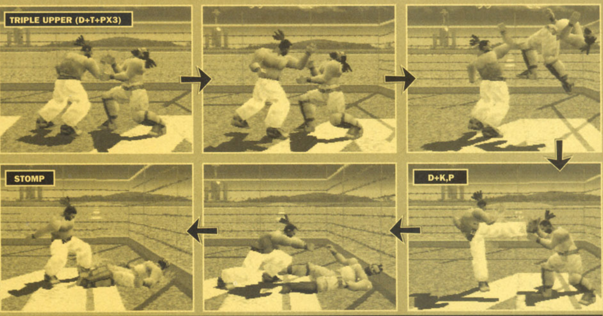

MID RIFF PPPK OPENER • DASHING PALM STRIKE (D+TX2+P) • P,P,P,K • STOMP

ARMOUR BREAKER PPPK • ARMOUR BREAKER UPPERCUT (A+G+P+K) • P,P,P,D+K • STOMP

# JEFFRY

For the fans of Wolf who have become weary of the Canadian wrestler, Jeffry is a good alternative. He has a huge range of command throws at his disposal, as well as a good compliment of hard hitting blows to make him a top contender. Play the patience game, and when the timing is right SPLASH MOUNTAIN!!!






KNEE FLOAT • KNEE (T+K) • P • KNEE • STOMP (D+T+K)

SPLASH MOUNTAIN • JAB • SPLASH MOUNTAIN

WALL COMBO • WITH OPPONENT'S BACK AGAINST THE WALL, KNEE • P,P,P

# KAGE

With his range of Cork Screw attacks as the base, incorporate Kage's PPPKs and throws to overwhelm the eager challenger. When competing against the veteran types, sit back and wait for your opponent to attack. When there's a gap, go in for the kill with a combination of 10 ft toss and PK combos.





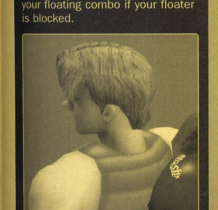

WALL FLOAT • WITH YOUR BACK TO THE WALL, 10FT TOSS • DRAGON PUNCH (SHORYUKEN MOTION+P) • CORK SCREW • (TX2+G+K)

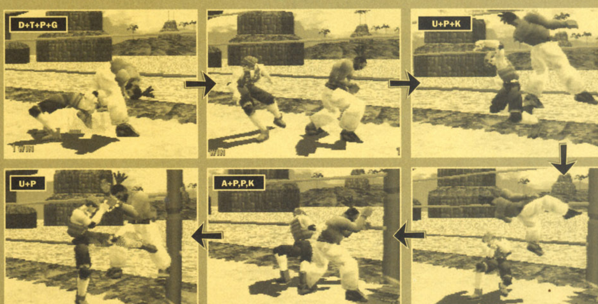
10FT TOSS (A+G+P) • LOW CORKSCREW (TX2+G+P+K) OR BIG SOMERSAULT KICK (U+A+G+K) OR IZUNA DROP (U+G+P) OR P,P,P,K

LOW BLOCK DRAGON PUNCH • SWEEP (TX2+K) • IF BLOCKED, DRAGON PUNCH • DRAGON PUNCH

# LION

Lion excels in speedy attacks, but in terms of power he fails badly. When playing as the Mantis boy, make sure your opponent receives a *Tekken* style multiple hit rampage when floated to compensate for his lack of strength – but don't continue with the rest of your floating combo if your floater is blocked.






WALL COMBO • KNEE (T+K) • UPPERCUT (D+T+P) • PP,P • D+T+P

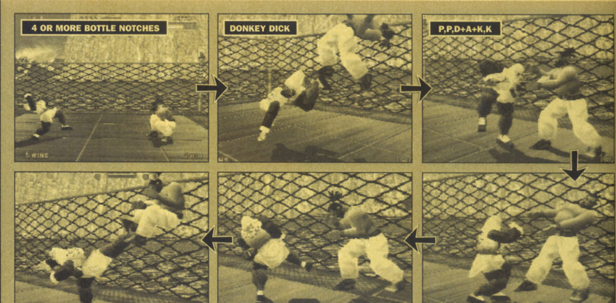
GUARD COUNTER COMBO • A+G+P+K • U+P+K • P,P,P • D+T+P

BLOCKED SWEEP PATTERN • D+K,K • IF BLOCKED U+P+K • IF AGAINST THE WALL FOLLOW WITH P,P,P

# SHUN

A Shun player can become quite a handful for a even an Akira veteran who isn't well versed in the Drunken Master's repertoire. Shun's hand-standing-bottle swigging antics are definitely an advantage for him, but don't repeat the same set of moves again and again otherwise this advantage fades fast.





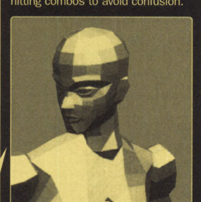

DONKEY COUNTER KICK • DONKEY KICK+K • P+K • THIS WILL ADD 3 BOTTLE NOTCHES TO SHUN'S DRUNK-O-METER

TRIPLE DONKEY KICK • DONKEY KICK • DONKEY KICK • DONKEY KICK • D+T+P

(WITH OPPONENT AGAINST THE WALL), SCOOP • SCOOP ELBOW (QUARTER CIRCLE TOWARDS+P, A+P) • P,P,P • D+T+P

# DURAL

Dural shares the majority of combos belonging to the 'normal' characters, plus she has some unique to her. Speed, power, and an enormous moves list are to Dural's advantage, but the big selection of moves can also lead to indecisiveness for a beginner. Have a repertoire of high, mid and low hitting combos to avoid confusion.






10 FT TOSS COMBO • 10FT TOSS (A+G+P) • LOW CORK SCREW • (TX2+G+P+K) OR SOMERSAULT KICK (U+A+K) • OR P • STEEL MOUNTAIN

UPPERCUT STEEL MOUNTAIN • UPPERCUT (QUARTER CIRCLE TOWARDS+P) • P • STEEL MOUNTAIN (A,T,T+P+K) • NUT KICK (D+T+K)

KNEE FLOAT • KNEE • T+P, U+A+K • NUT KICK, OR P • STEEL MOUNTAIN

# SECRETS!!

## ALTERNATIVE KUMA CHAN

Kuma chan has two more alternative attires, but, unlike Honey, he changes his appearance entirely! Switch the machine on 31 times or more (you can find out how many times you've switched the Saturn on in the Book Keeping option). Press X on Kuma chan on the select screen to get Niku and Z for the AM2 palm tree.

## VF1 SIBA

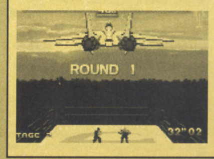
If you choose Siba by pressing X or Z, he will appear in his original *VF1* AOU show form.

## 2 MORE ALTERNATIVE COLOURS FOR HONEY

After completing the A course, press X or Z when choosing Honey and she will be wearing her alternative costume. She has long stripey socks and what looks like two fire extinguishers on her back! Uh.. right.

## AFTERBURNER FLY OVER

To have the *Afterburner* plane fly over the ring at the beginning of the stage, hold X on both the 1P and the 2P pad. This only works on the BM stage.




## END OF PART ONE

That's it for this month but if you want some more *VF* action, try playing as Janet. She plays very similar to *VF3*'s Aoi Umenokoji and most her attack patterns can be used in the same way.

# FREEPLAY FAN



**This is the part of the magazine where you tell the rest of the gaming community why you love a particular game or company. We don't want endless system bashing, and we don't want personal insults (unless they're particularly funny). We just want to hear YOU rant about your favourite things, letting everyone know why it's the best thing ever in the hope that you can convert the world to your way of thinking.**



**Dear Freeplay,**

Congratulations C&VG on such an amazing mag, I've been reading since issue 150. Now though I just have to get this off my chest. I am writing in reply to Jon Taylor's and Bobby Newton's letter in issue 185 of C&VG. I agree with Sweeny Boy's letter from the same issue, he's got the right idea, like me he is sick of people's whining about which console's best. I love reading C&VG, it's a fantastic magazine. I also enjoy reading Freeplay as I like to know what others think of their consoles and games. What really p***es me off is when fools like the aforementioned moan about the writing staff being biased and claiming that PlayStation owners know nothing and how we are all up Sony's a**e. Jon Taylor claimed that "PlayStation owners know nothing about video games. I am a PlayStation owner and I have had a computer since I was about five years old. I want to work in the games industry and I am going to study software engineering and design at university in a couple of years. I enjoy following the going-on in the gaming world and, Jon Taylor, I am certain I know more about video games than you or most of your mates, if you have any.

The fact is that I am not a person who only likes Sony products and slags off anything else of other companies. I want a Saturn, they are great, unfortunately I can't afford it. I also want an N64 but I still can't afford it. I am happy with my PlayStation though. Jon Taylor asked why couldn't the PlayStation handle *X-Men* and *X-Men Vs Street Fighter*. It's because the PlayStation hardware is more suited to 3D, polygon based games its hardware is not designed for sprite based games but it can still handle most of them. It's like me saying that the Saturn is s**t because it can't pull off transparency effects. I don't though because I know that it is a class games machine, it is just that its hardware doesn't have the capability, but so what it doesn't affect the game play of most of its games does it? No.

*(Offensive paragraph to Bobby Newton removed to protect the young)*

Well kids, if you don't like the PlayStation and its owners sod off and read a Sega dedicated magazine because I am sick of reading your crap. The truth of the matter is that all consoles, PlayStation, Saturn and Nintendo 64 are all great but each excel in different areas that's the only difference!

Your sincerely,
**Benson, Runcorn**

**Dear CVG/FreePlay Fan/whoever,**

First and foremost, I'd just like to say – your column's excellent and so is your mag. Don't listen to anyone who says you're "bais" to Sony (you know who you are) because you're not OK!? I'm glad you got rid of that stupid Mean Yob, he was rubbish! Anyway, that's not why I'm writing, er, typing. The reason is: *Final Fantasy III*! It's the best game on the planet, bar none – you can keep your *Street Fighters*, *Mortal Kombats*, *Sonics* and *Crash Bandicoots*, anyone who's played this epic (sorry) masterpiece will tell you the same. "What about *FFVII*?" I hear you cry. *FFVII*, from what I've seen of it, looks like it's going to be the best thing since sliced Moogle. But where are Locke, Celes, Mog and company? Have Square just relegated them to some floating waste dump, never to be seen again (sob)? Without the characters, adversaries and realms of *FFIII*, nothing is going to seem the same. Who's this Cloud guy? Motorbikes? Get real! What kind of a name is Red XVIII? This isn't the *Final Fantasy* we all know and love! Enough of that, though – what it comes down to is this. *Final Fantasy III* is a superb game, no, make that experience, the likes of which cannot be surpassed. In Japan and the States (where they can get their copies straight off the shelves, without having to resort to [hnngh] importers), the internet is chocka with *FFIII* fanatics championing their favourite characters, and it's impossible to forget them. Even Shadow's dog, Interceptor, is instantly memorable. All I can wish for is that Square get round to making N64 *Final Fantasy*, with all the characters from *FFIII* included, and not some totally new creations, even if they are cool. It's like taking *Sonic*, dressing him in red overalls and saying he's *Mario*. I'm sure any true *FFIII* fans will agree with me.

Your Final-Fantasy-III-is-really-the-best-ly,
**"Celes", Solitary Island**



**Dear CVG,**

I love beat-em-ups. There I've said it. But wait, before you throw me into the pile of "my console's beat-em-ups are better than yours" I must plead that you read on for I have not come to whine on about which console is best (although I do own a Saturn) but instead which game is the best. If you've read my opening statement then you may be able to guess which game I am talking about. It is neither *Tekken 1* or *2*, it is not *Virtua Fighter 1* or *2*, it isn't *Soul Edge*... *(blah blah blah, and on he goes, mentioning every fighting game ever)*...Well let me tell you now that the greatest console game of all time has to be, *Fighters Megamix*. But hang on. Greatest CONSOLE game yes, greatest GAME, no and it is here where I reveal the world's greatest game ever, *VIRTUA FIGHTER 3*. Games like this may come round once every few months but *Virtua Fighter 3* cannot be described as a simple beat-em-up. Everything about it is perfect. The graphics truly are to die for. Anybody who has seen the screenshots in your excellent mag will know how great the game looks but to see it rolling is pure magic... *(blah blah blah, pointless ranting about 3D)*

Going back to *Virtua Fighter 3*, it is a revolution. Not only are the graphics the greatest in any game, anywhere but the computer controlled fighters have lives of their own, the Artificial Life of the CPU opponent is so, so good. Each and every fight is different. Every single go I have had on the game has been a completely new experience and that is something that you cannot say about any other beat-em-up. Sega have to be applauded for creating this masterpiece, give me their address and I'll do it myself!!!

*(blah blah blah Model 3 technology)*

*Virtua Fighter 3* is the best game in a masterful series of beat-em-ups, thus making it an instant classic. If anybody can find anything at all that this game is bad at, please write into CVG although I suspect the only people who will answer this request are anti-Segaists or people who don't like genuinely exceptional games.

*Virtua Fighter 3* is a masterpiece. The greatest beat-em-up of all time and a sure contender for greatest game. Your mag is a masterpiece. The greatest of it's kind and a contender for best ever!! My only query at it is this. *Virtua Fighter 3*, not in the top 5 recommended arcade games!!

I've just put it down as an April Fool!!

Cheers for listening,
**Rob "Happy Clapper" Small**

PS. Roll on *Virtua Fighter 4* on Model 4!!!!!!!!!!!!!!!!!




**Dear CVG,**

I was one of the few people who managed to buy a Nintendo 64 on March 1st without having first reserved myself a machine in advance. I bought *Mario 64* with the machine, and after playing it I've got to say, "believe the hype". *Mario* in 3D is truly an exceptional experience. Soon afterwards I rented *Turok* from a video store and again I was amazed, no other machine I've seen can come close to the graphical capabilities of the N64.

You would expect that I am more than happy with my purchase. Wrong. What the heck are Nintendo and THE Games playing at! Look at the prices of N64 games. £60 *Mario*, £60 *Shadows of the Empire* and most ridiculous £70 *Turok*! Do Nintendo expect their machine to be owned only by lottery winners? Sure, I forked out sixty quid on *Mario 64*, but that game is a landmark title, full scores in many magazines. Not every game will match the brilliance of *Mario 64*, but it seems that most games will match or exceed the £60 price of it.

Console owners have always had to pay high prices for their games. Yes I think that £45 (the average for a new title) is expensive, but at least it is expected. Of course I realise that cartridges are more expensive to produce than CDs, and I don't expect Nintendo to be able to match Sony with its Platinum range of games (priced at £19.99). All I expect are reasonable and affordable prices for my games. No way is £60 for a game affordable. If prices stay this way, the next time I'll be buying another game it'll be from the bargain buckets when the N128 supercedes the N64.

I hope CVG shares my view that N64 owners are being asked to pay far, far too much and will print my letter to highlight this problem. I have written to THE Games to complain about the N64 game prices and I would ask that other disgruntled N64 owners do the same. I myself and not going to want (or be financially able) to buy more N64 games until I stop getting ripped-off. If all the N64 owners who read CVG refuse to be ripped-off too, by not buying any new games, I am sure that Nintendo will soon take notice.

If you're thinking about getting a N64 out there in CVG Land please take notice of this. Recently in my local shops the PlayStation's price has dropped to £130. That means that it is now possible to buy a PlayStation with NINE (Platinum Range) games for the price of the N64 with *Mario*.

Now can you understand why I feel ripped off? Nintendo, do the math.

Yours sincerely,
**Slightly Peeved.**

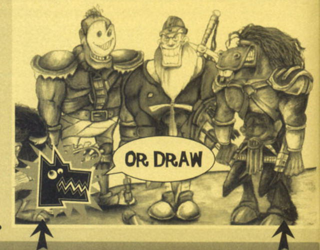
Please note: We print FreePlay Fan letters exactly as we receive them, so make sure that you check your spelling and write in your best handwriting. If we change anything, we'll always let you know. Also, try not to make your letters ramble on too much or we'll throw them in the bin. Keep them to the point. And don't throw cats because they don't always land on their feet.

# WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, CLASSIFIEDS, FANZINES, ETC.) OTHERWISE THERE'S A GOOD CHANCE YOUR LETTER WILL GET LOST IN OUR CLEVER FILING SYSTEM.

**FREEPLAY**
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ

**FreePlay is YOUR section of the magazine. It needs YOUR input to make it what it is. Here's YOUR chance to contribute anything you think will be of interest to our other readers, or to sell off some old junk you don't want anymore. If you've got an idea for a new section which we could create in FreePlay, let us know. If your idea is good enough and we think that our readers will be interested, we'll give it a try! Whatever you do, don't forget your Most Wanteds!**




COME JOIN OUR GANG!

## TIPS

Every month we aim to give you the latest cheats for all the biggest games. If you stumble across one yourself (not in another magazine) then send it in and you could be rewarded with the game of your choice! If you think you know everything about a game, send us a complete guide – with maps or diagrams if you want – and we'll take a look at that too!

## HIGH SCORES

The High Scores page is where we find out who are the best games players in the country. If you think that it could be you, send us your high scores for the latest games in the arcade or on a home system. Don't forget to include your three-letter arcade tag name so that everyone can look out for your scores!

## ART/CARTOONS

Hunter the grumpy dog wants your drawins. Send in anything game-related that you've done and he'll print his favourites – who knows, you may even get given a bone!

## FREEPLAY FAN

Tell everyone why your favourite game is the best. Let them know why you love a certain programming team. But please don't write in moaning about other games machines. Boring!

## MOST WANTED

We want to know what you want to know about! Whenever you send anything to us, write the five games or machines you most want, in order of preference, on the back of your envelope. Every month we compile a chart and put the top 10 on the front page of FreePlay. If you are selling something in Classifieds, fill in the space for your Most Wanteds below!

## CLASSIFIEDS

You're bored of your 32 or 64-bit console and you want the latest 128-bit machine, right? No problem! Just fill in the form below, send it to us and we'll print your advert in the magazine! We'll take adverts for anything game-related just so long as it's legal. Any copiers and we'll pass your name on to the law!

## FANZINES

If you make a fanzine yourself, send us a copy to have a look at. If you also include all the details of how to get the latest issue, we'll print them in the magazine. Who knows, you could be the next Tim Boone!

## MOST WANTED

IN ORDER OF IMPORTANCE

1 ..........
2 ..........
3 ..........
4 ..........
5 ..........

NAME ..........

ADDRESS ..........

..........

.......... TEL NO.

TO BE PRINTED YES/NO? (DELETE AS APPROPRIATE)

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!

..........

..........

DON'T WANT TO CUT UP YOUR MAG? THEN JUST PHOTOCOPY THIS SECTION!

## THIS IS A FREE SERVICE

* **1.** If you are under **18**, make sure that you have your parent or guardian's permission before placing or replying to an advertisement.
* **2.** If you are under **18**, or live at home, make sure that you have your parents or guardian's permission to include your telephone number in any advertisement.
* Emap Images accepts no responsibility for loss, damage or consequential loss other than personal injury occasioned as a result of paying for or replying to classified advertisements.

computer and video games AGAINST PIRACY computer and video games

CONTRIBUTION IN NO MORE THAN 20 WORDS - PLEASE USE BLOCK CAPITAL LETTERS!